

Fig. 1

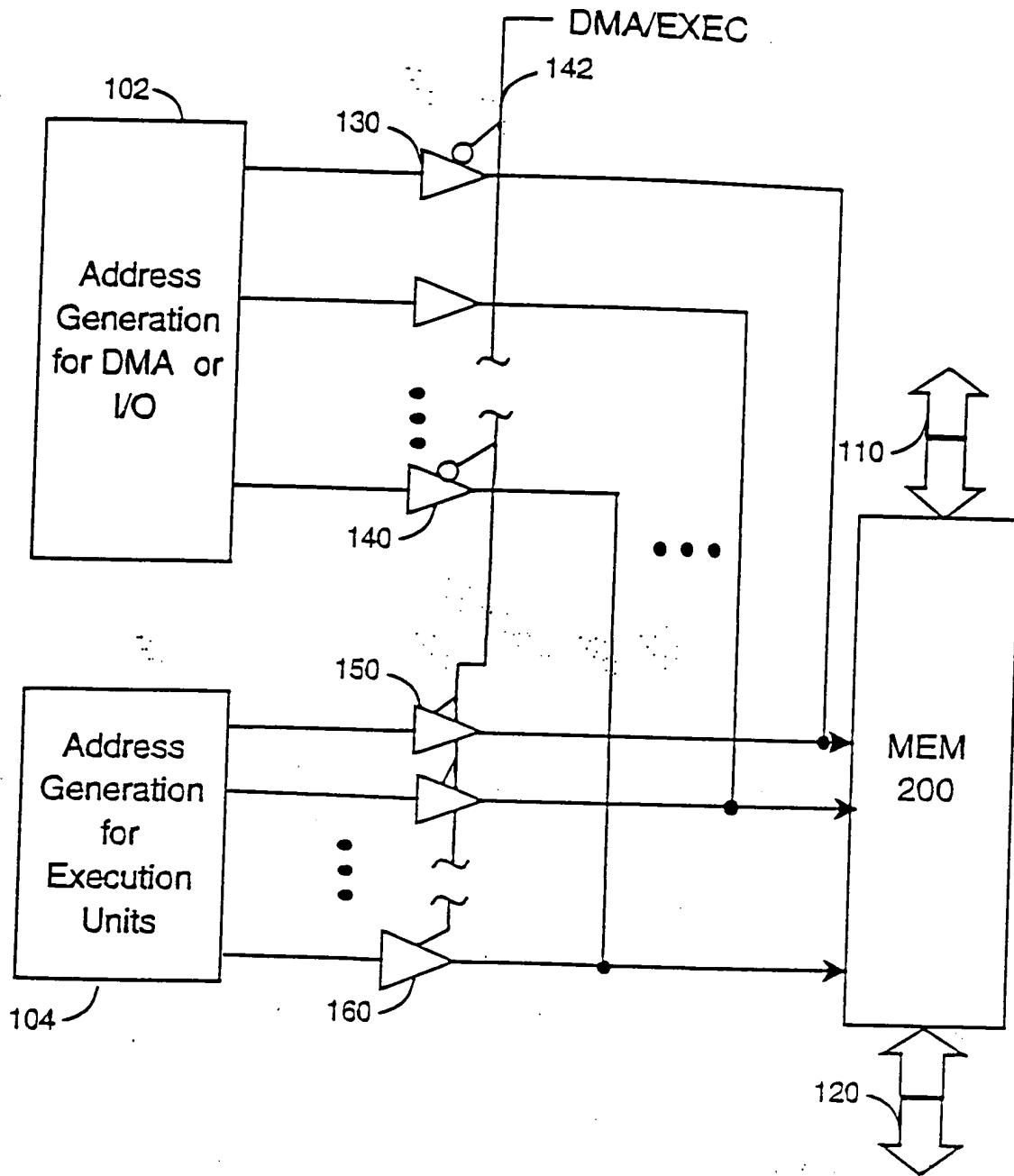


FIG. 2

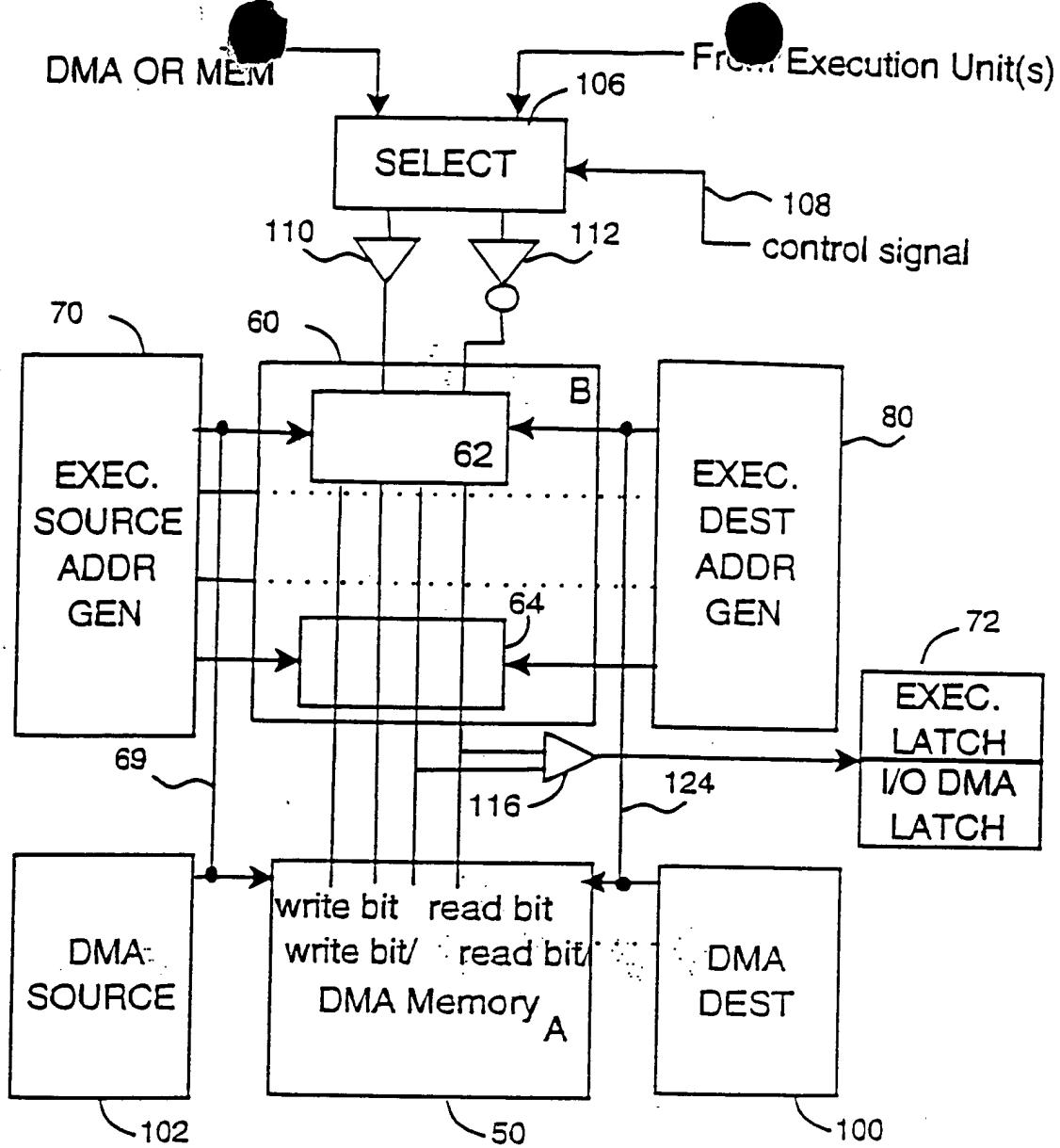


Fig. 3

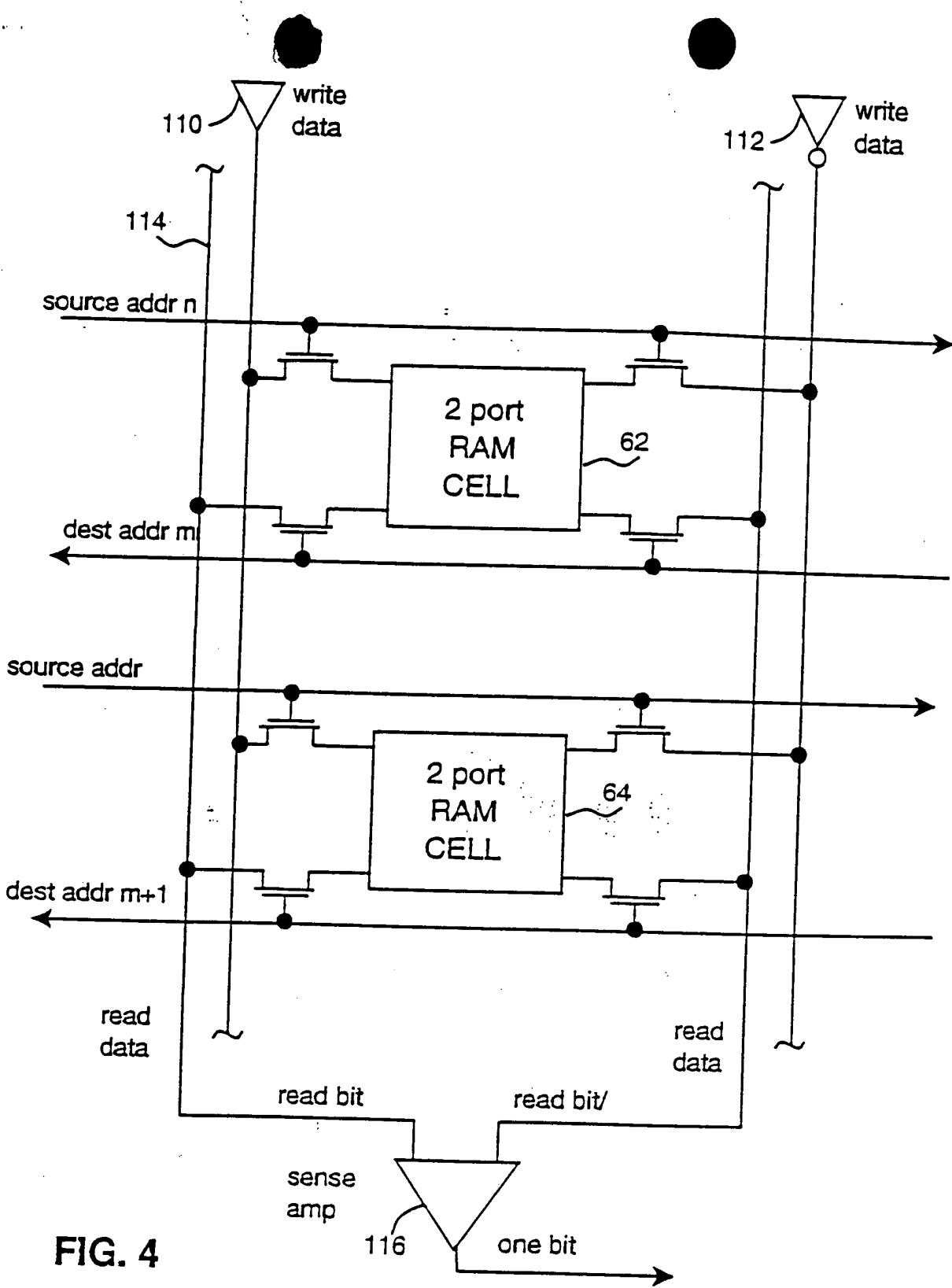


FIG. 4

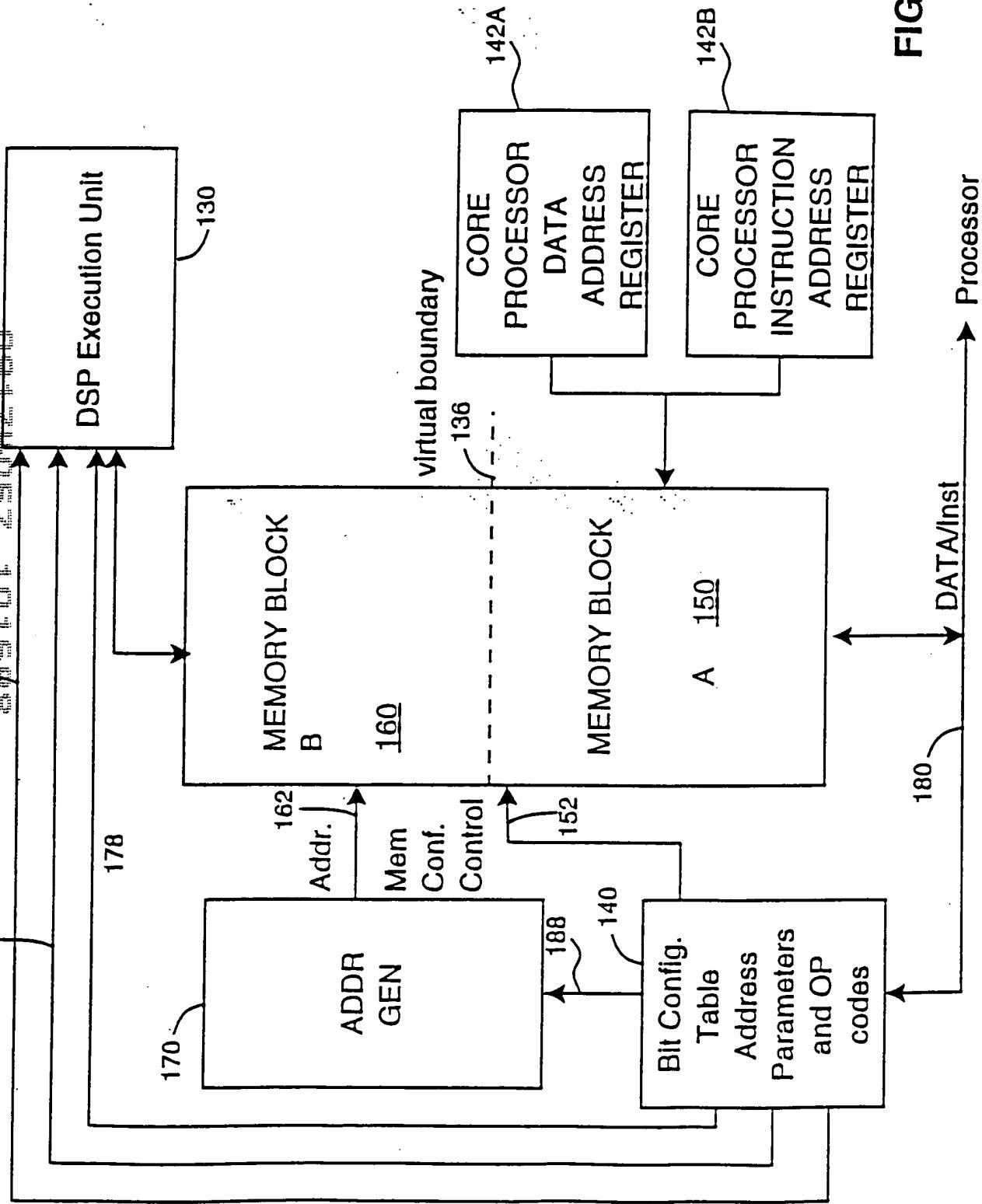


FIG. 5A

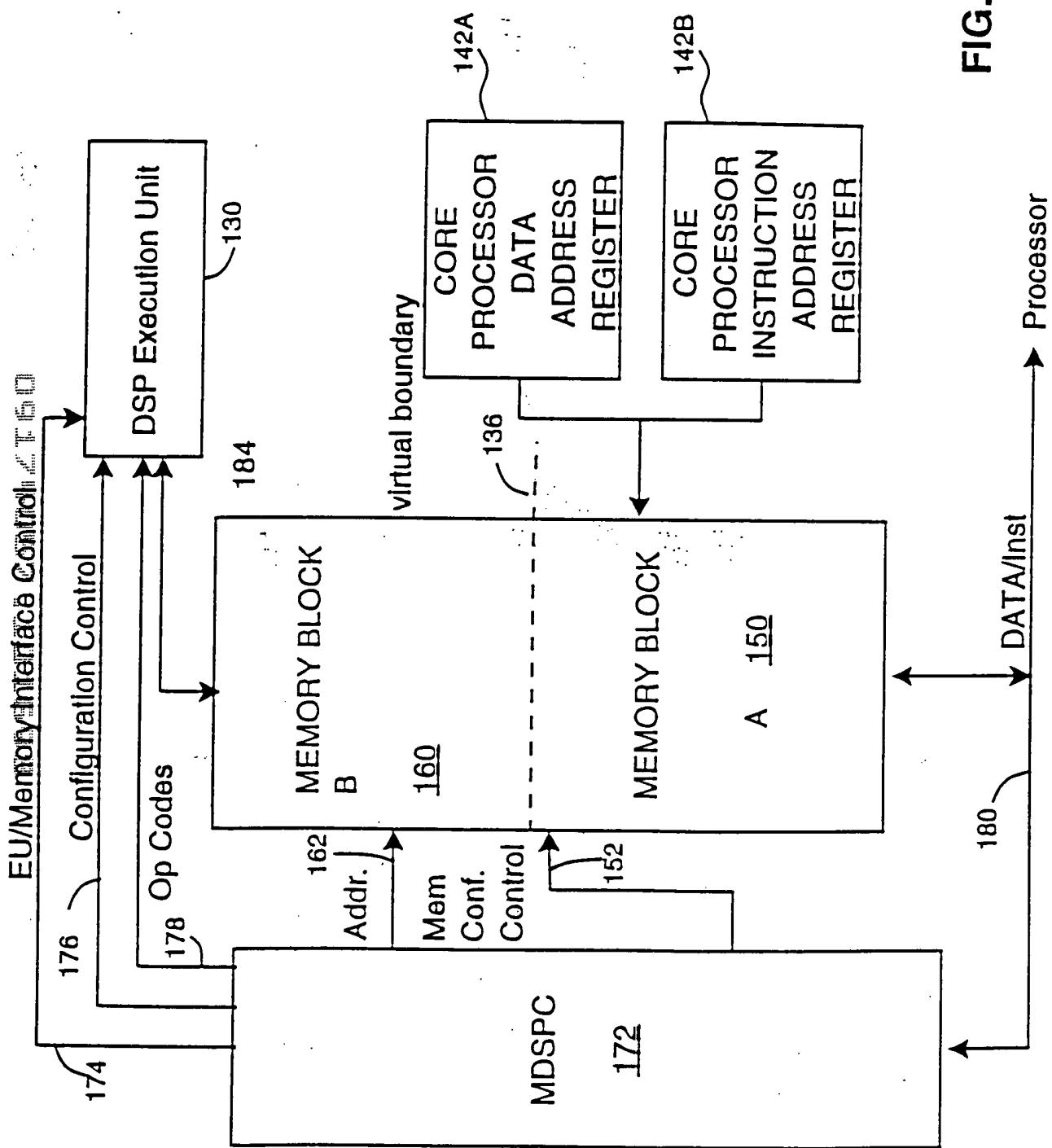
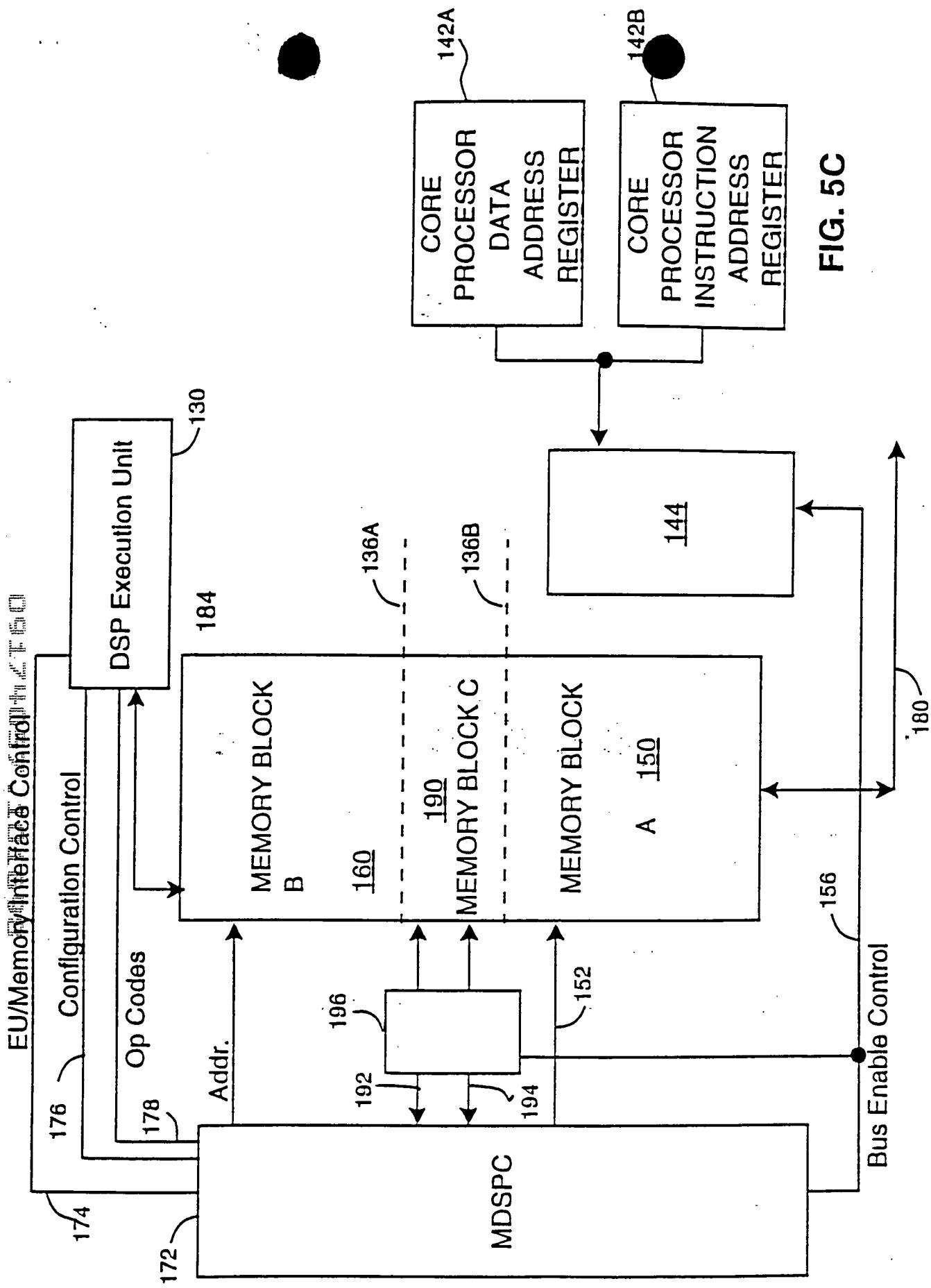


FIG. 5B



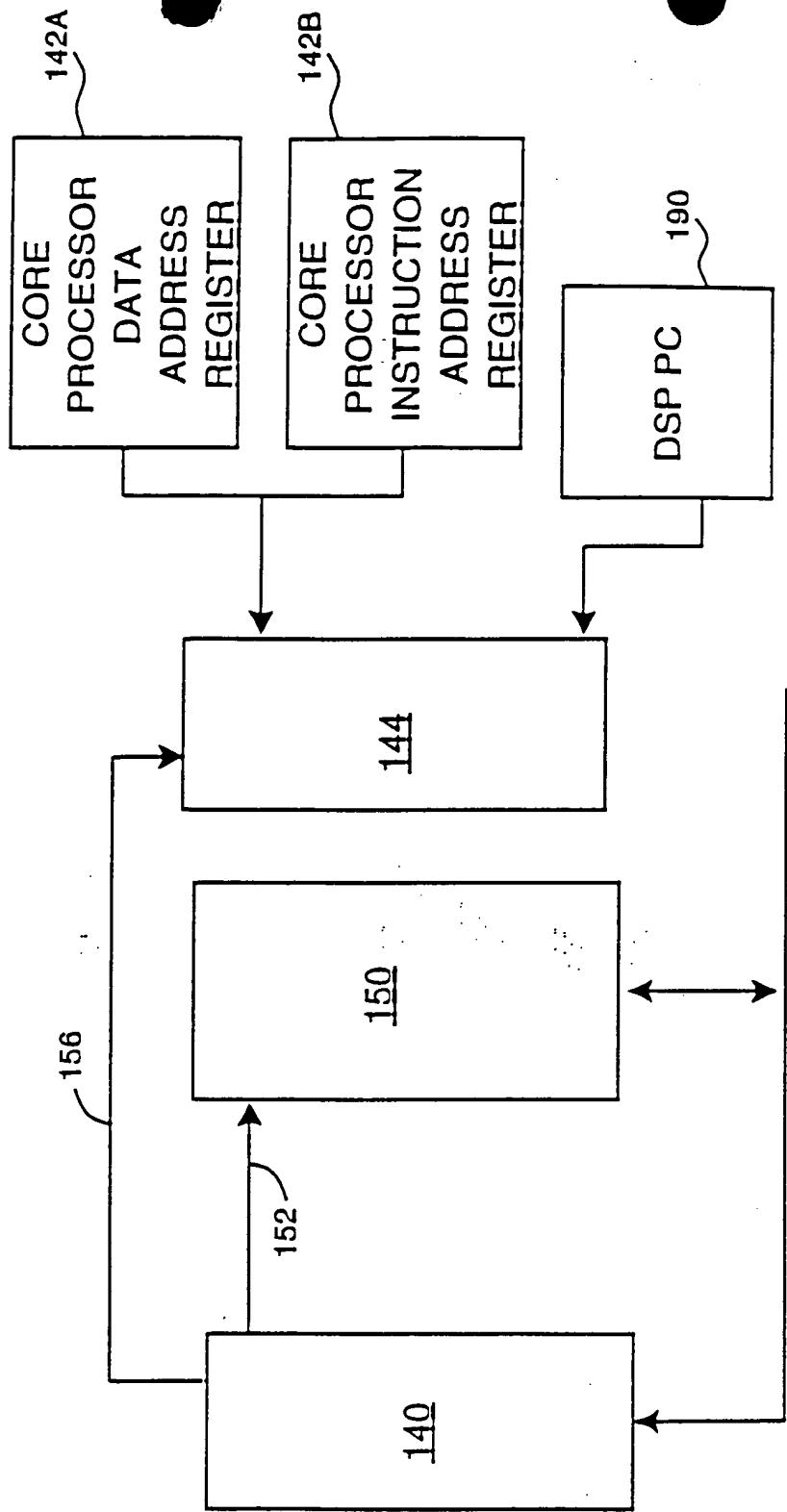


FIG. 6A

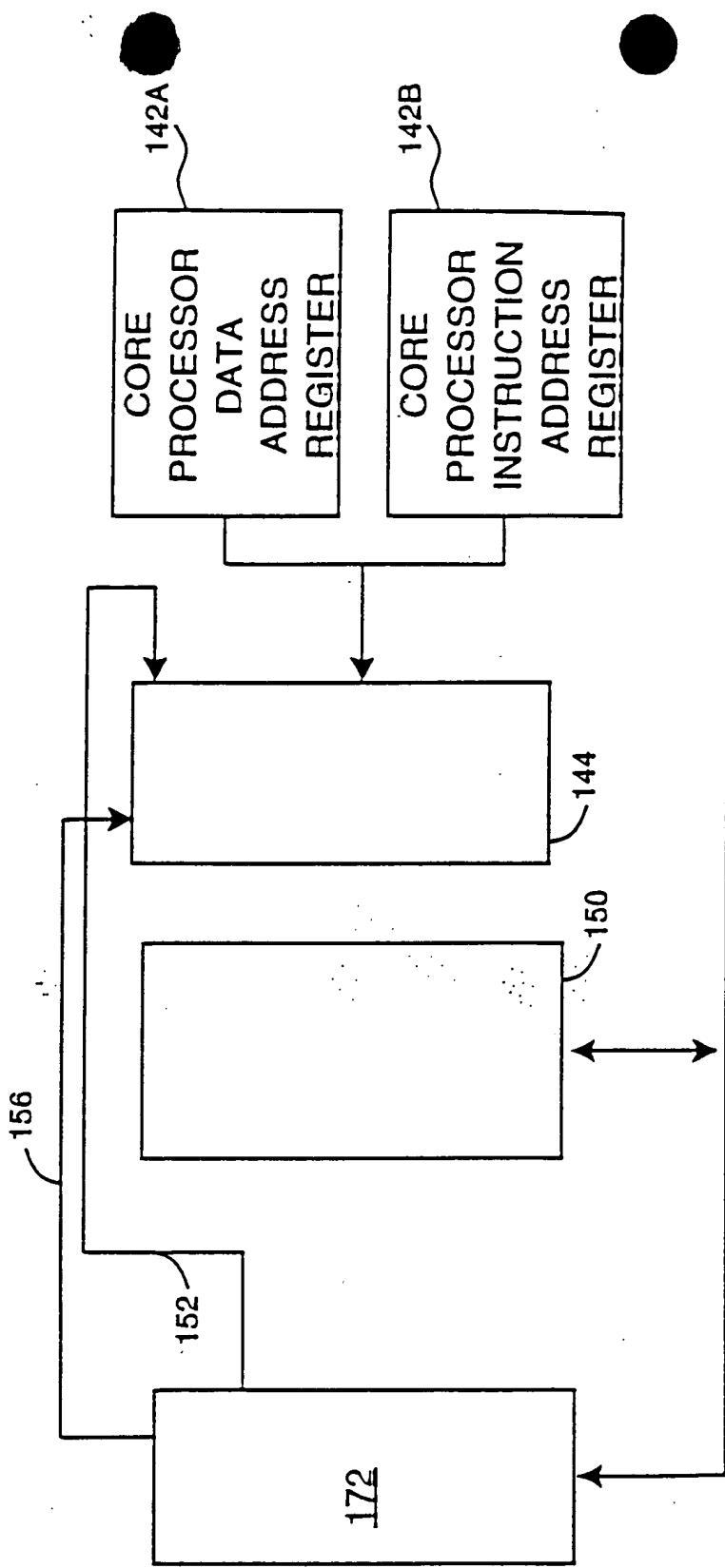


FIG. 6B

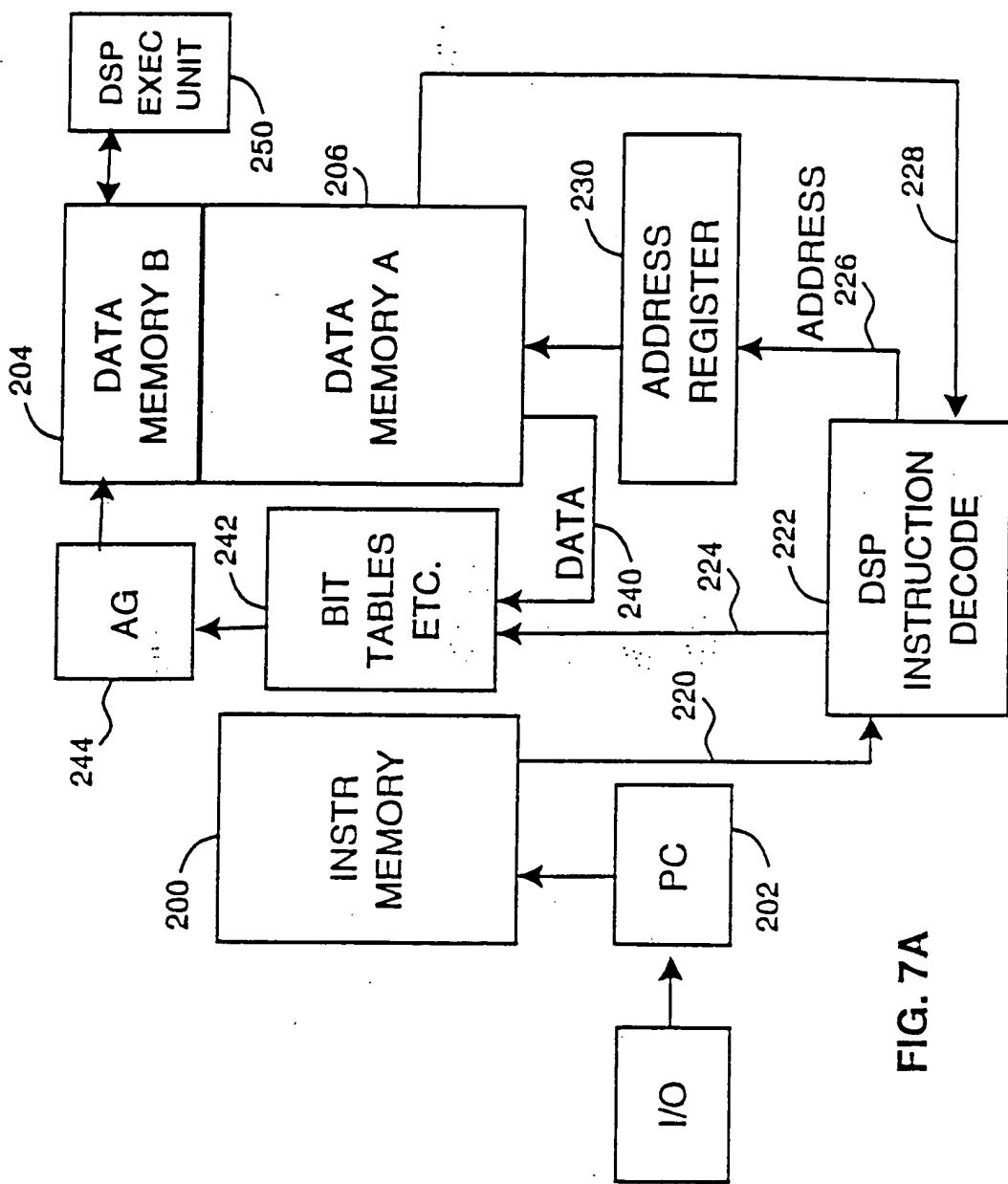


FIG. 7A

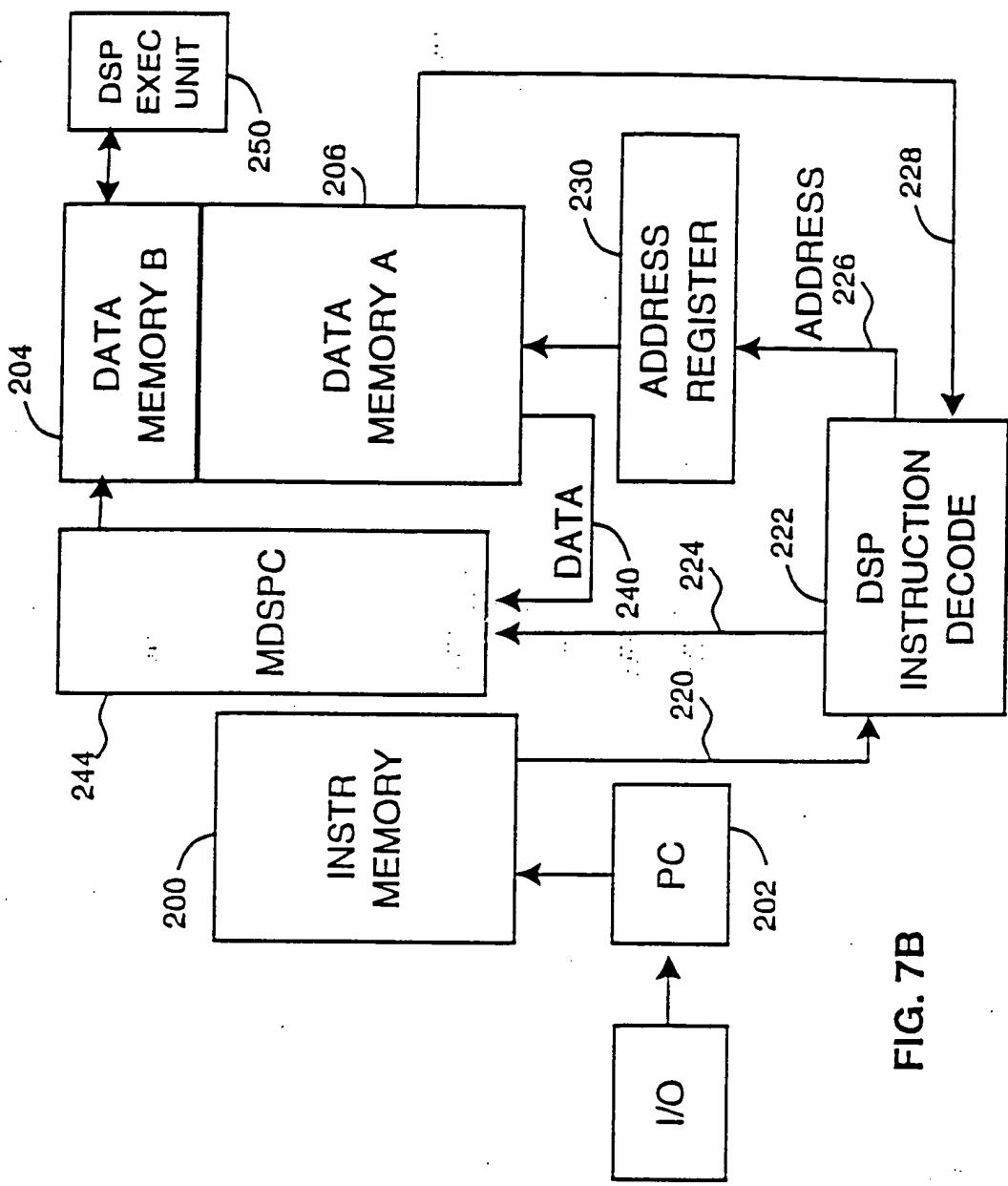
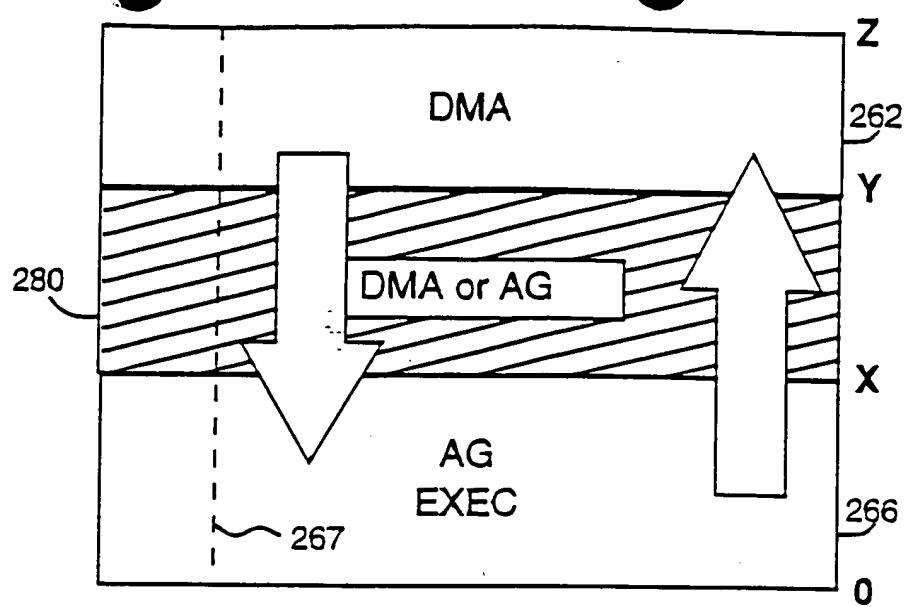
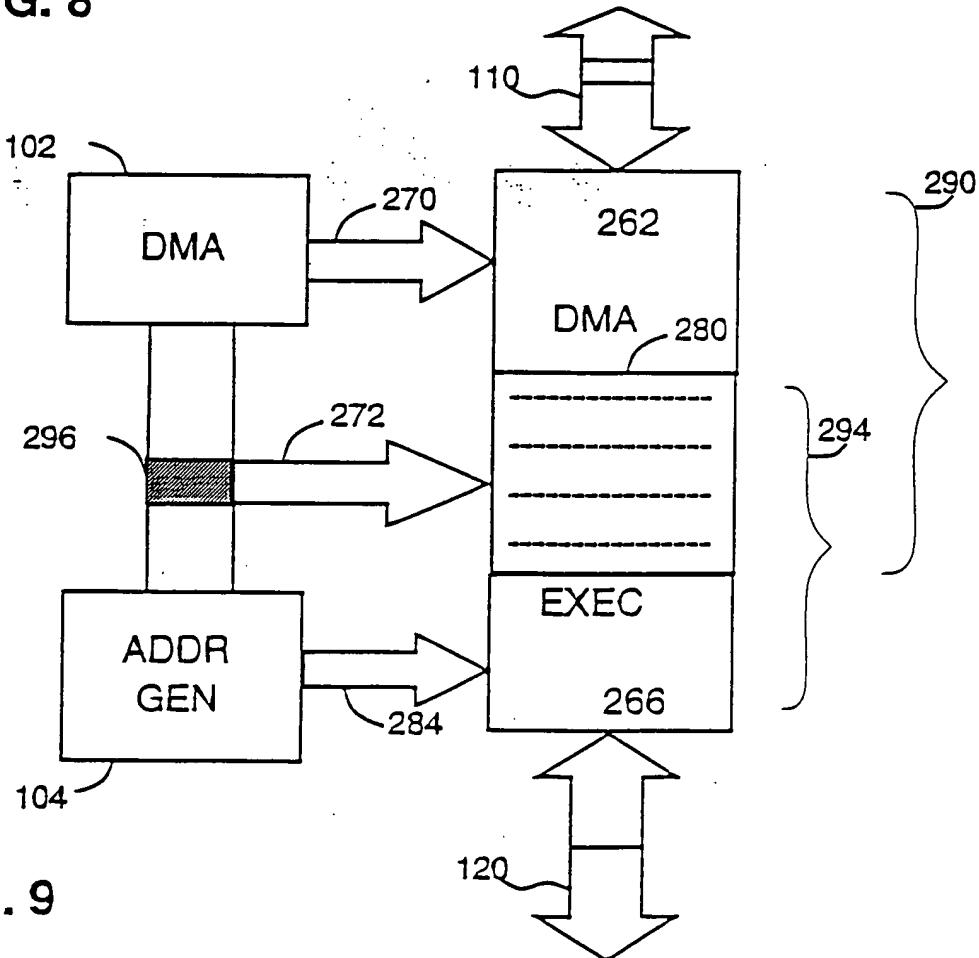


FIG. 7B



**FIG. 8**



**FIG. 9**

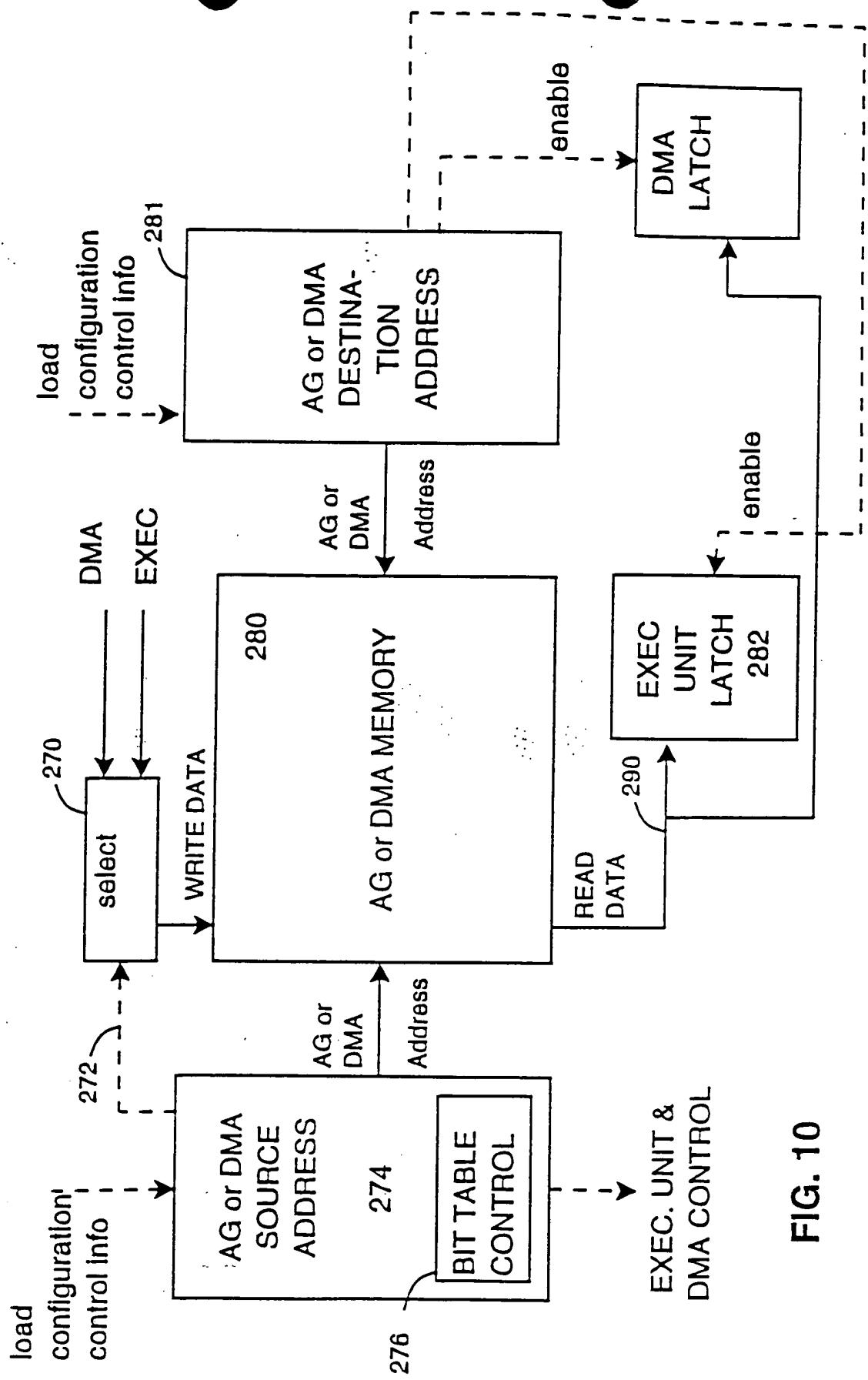


FIG. 10

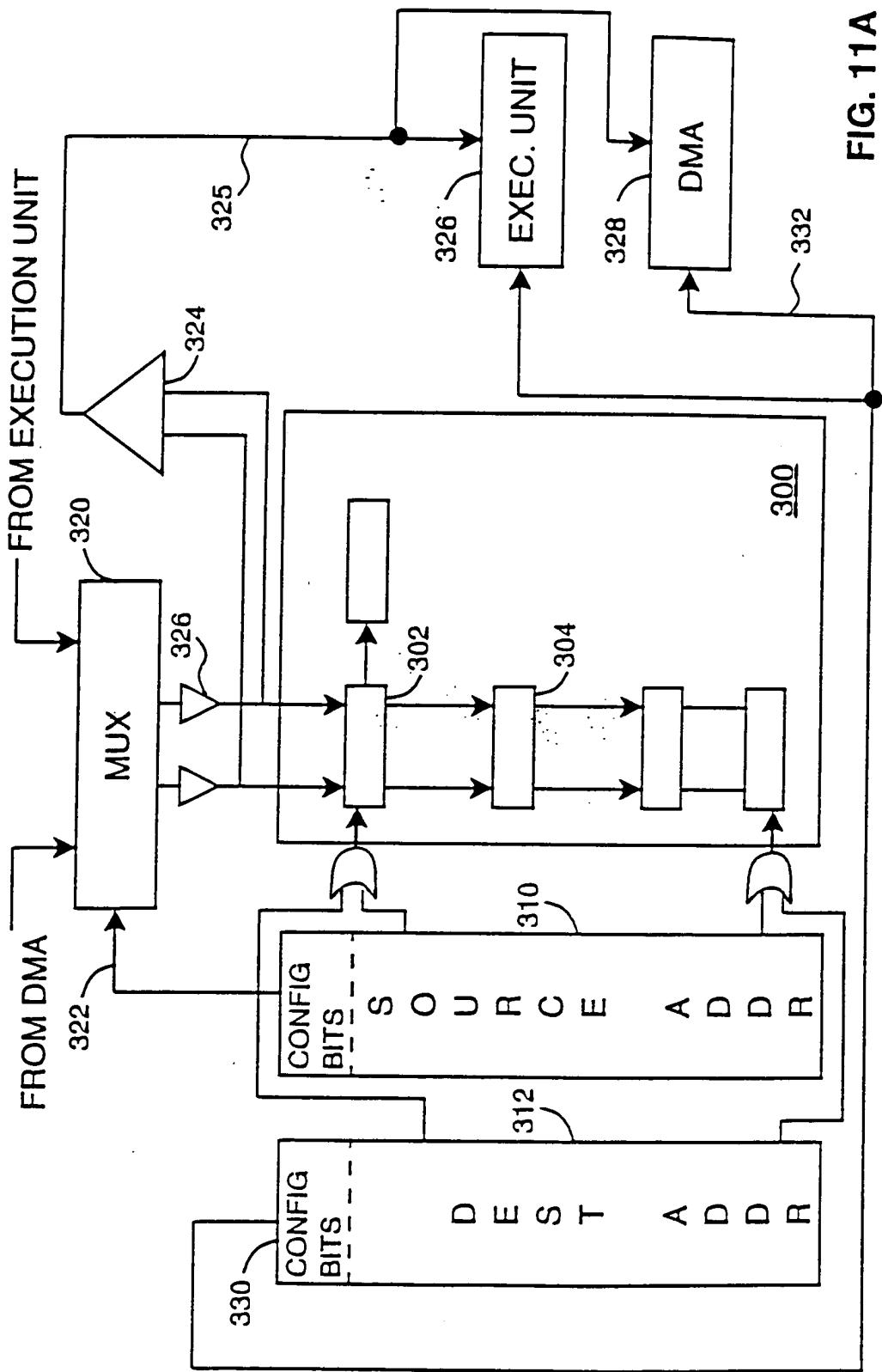


FIG. 11A

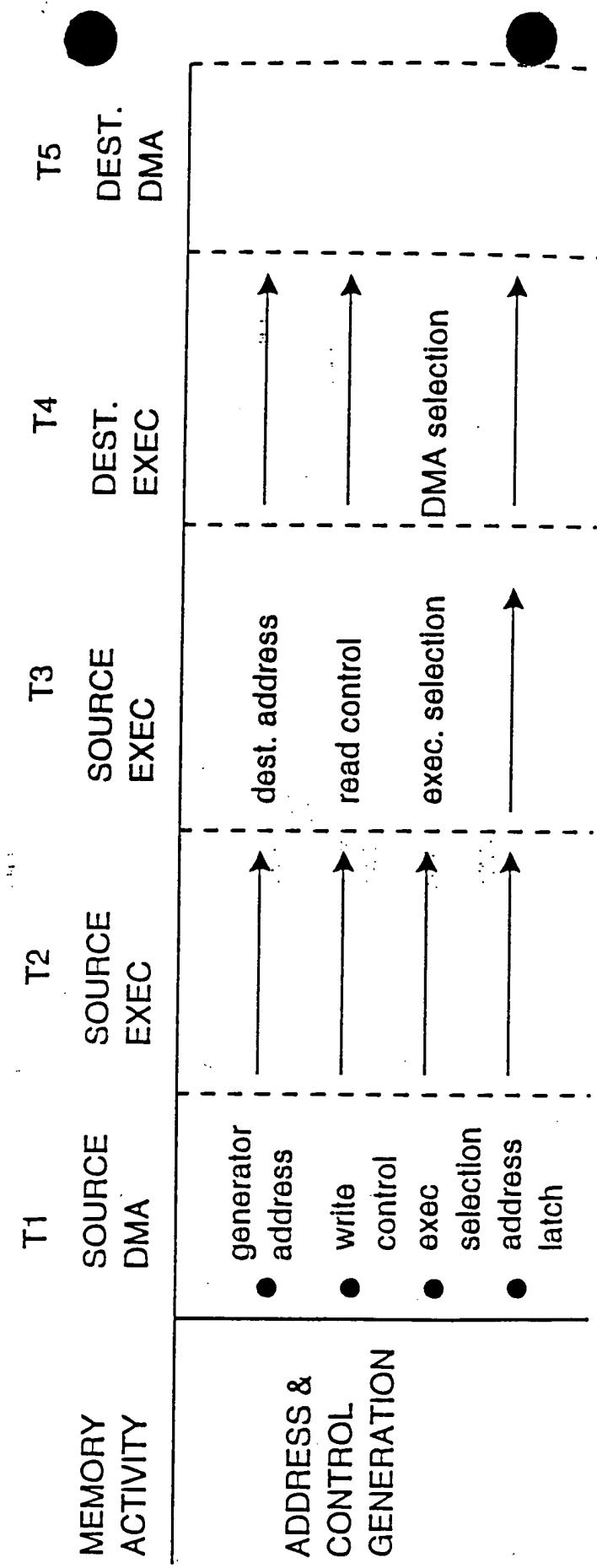


FIG. 11B

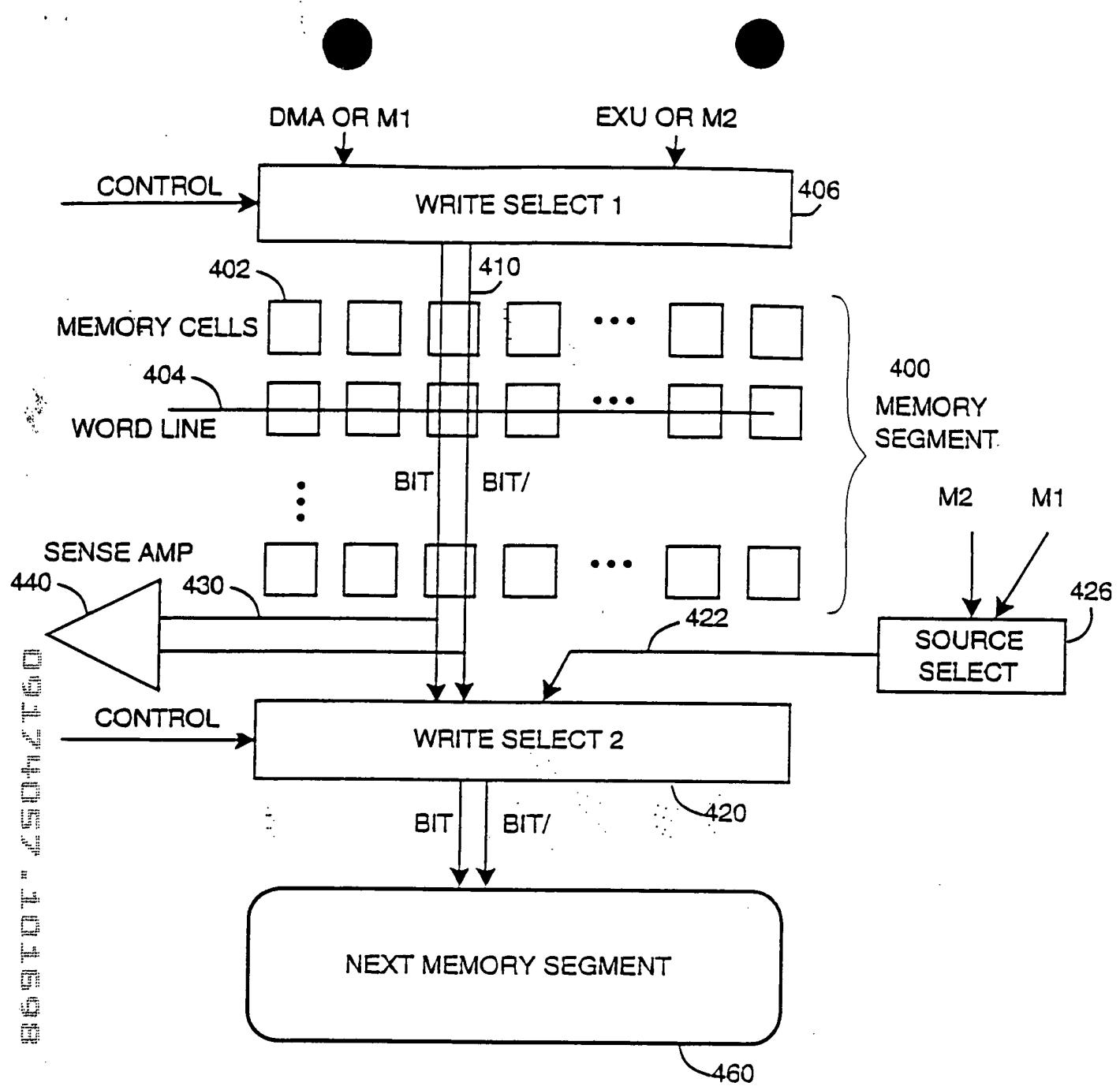
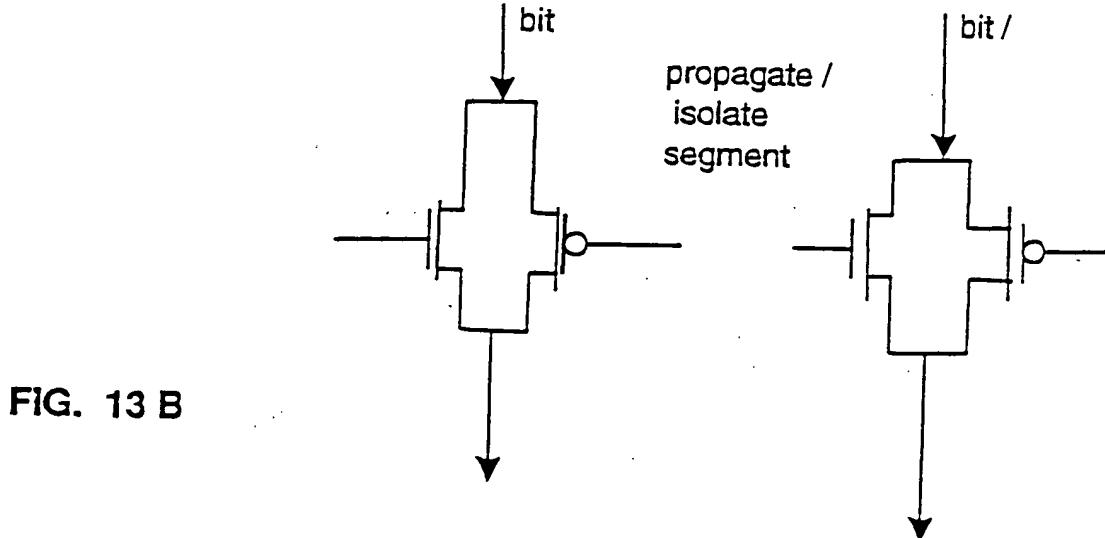
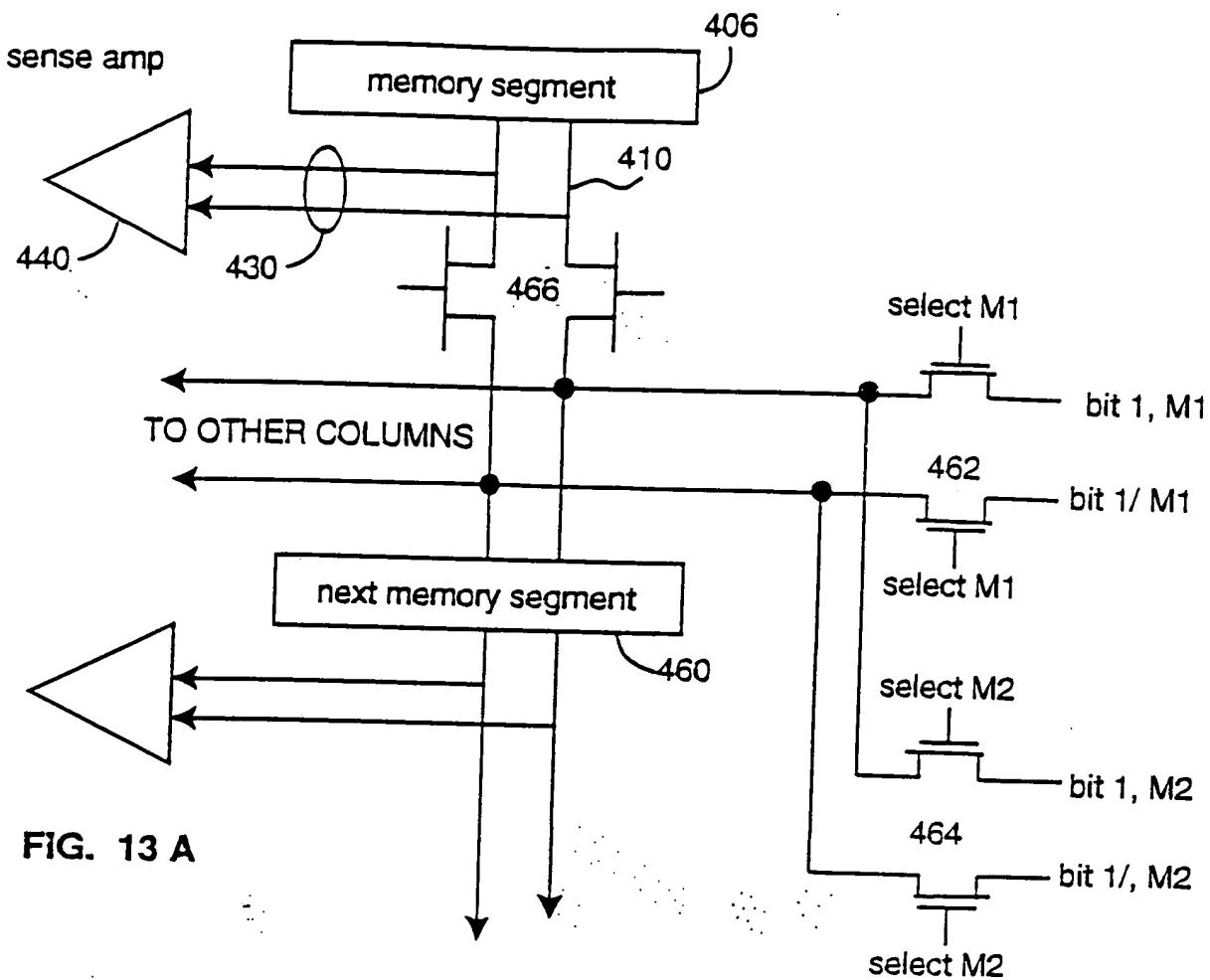


FIG. 12



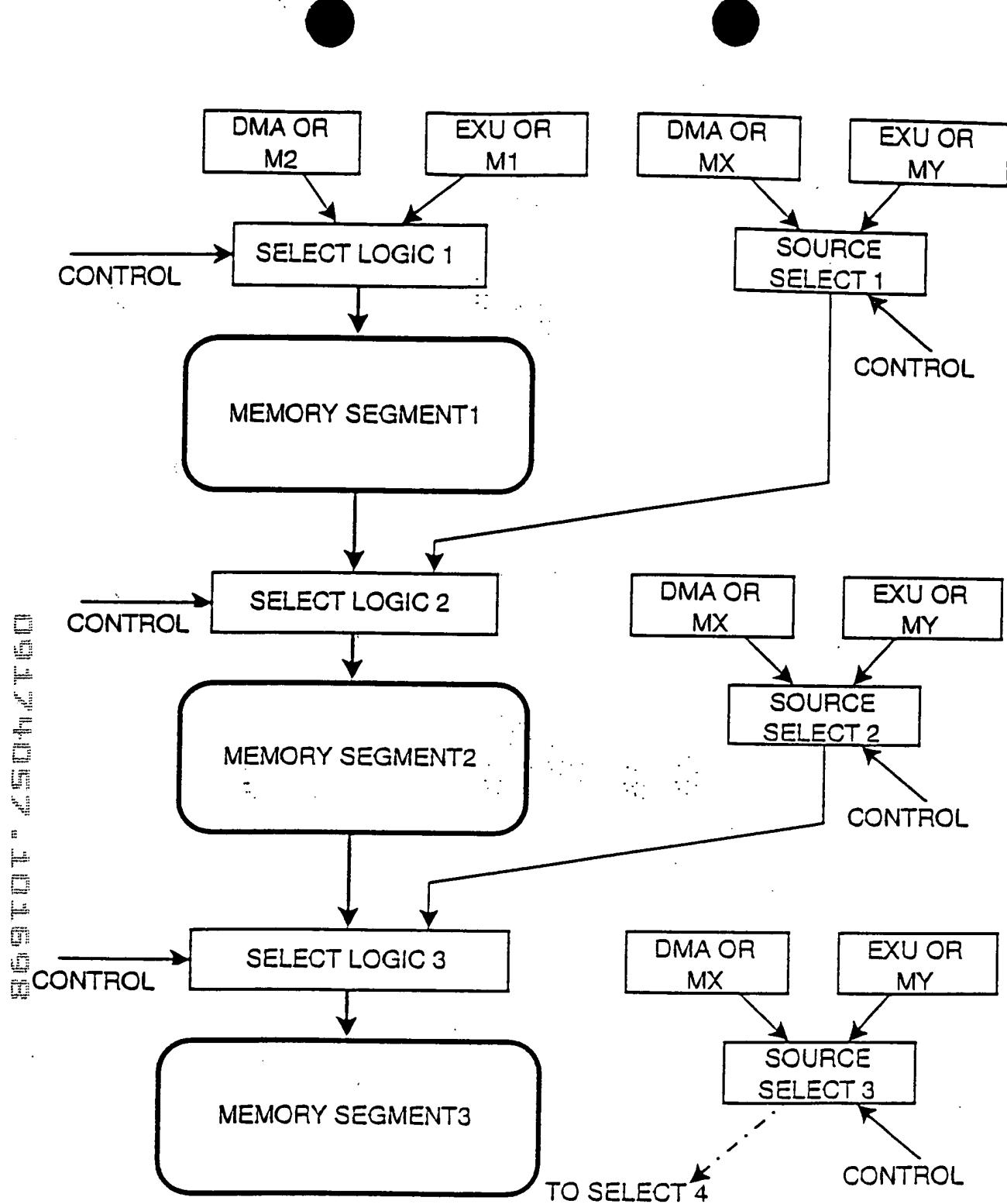
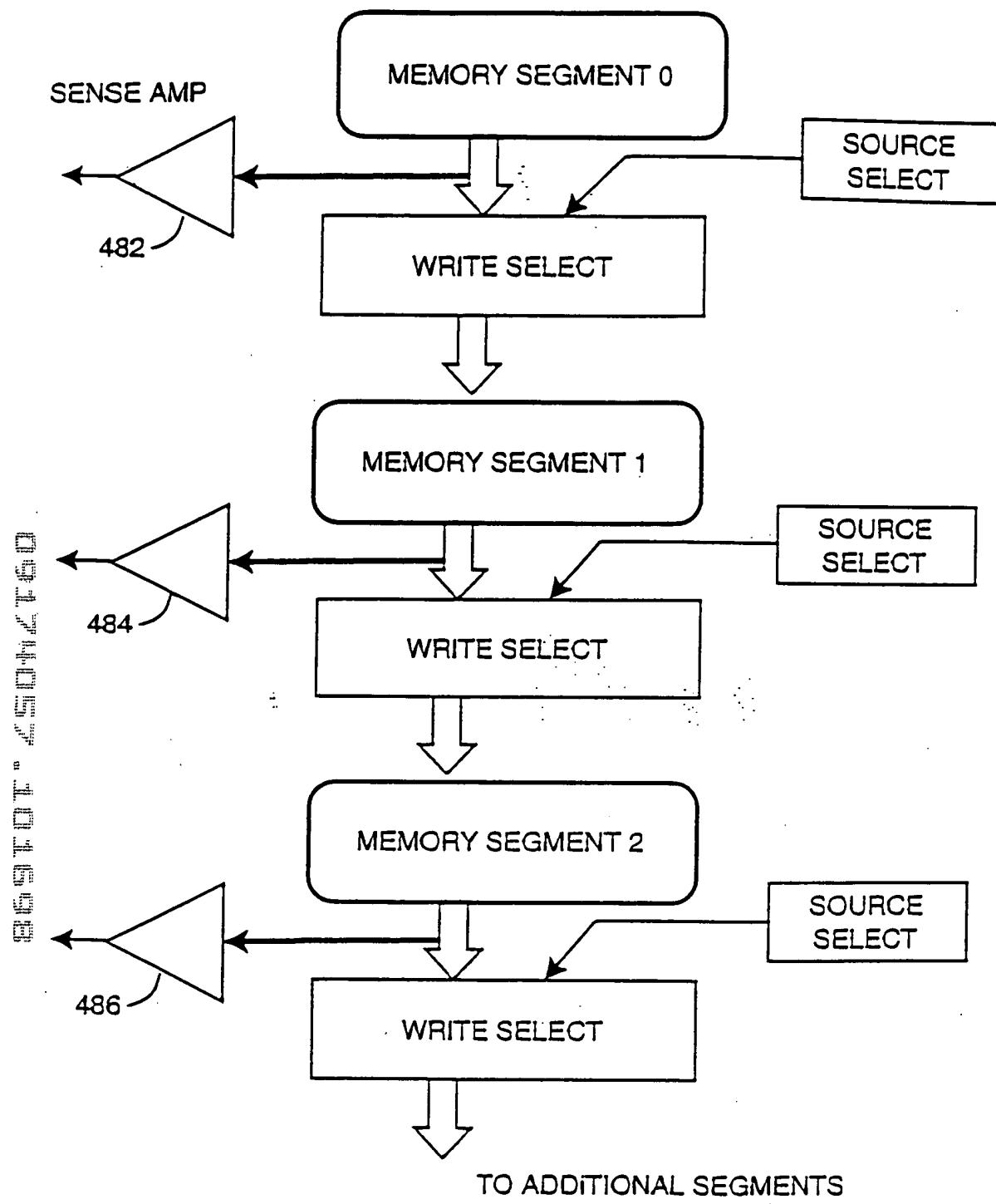


FIG. 14



**FIG. 15**

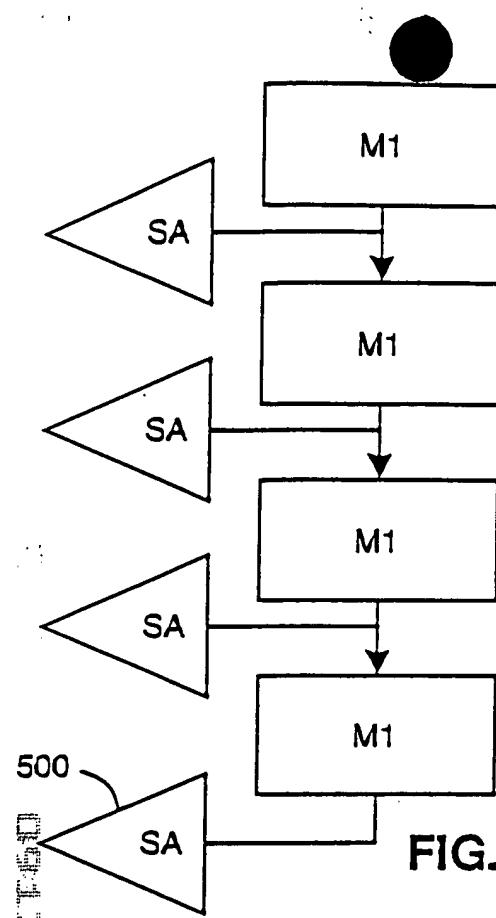


FIG. 16A

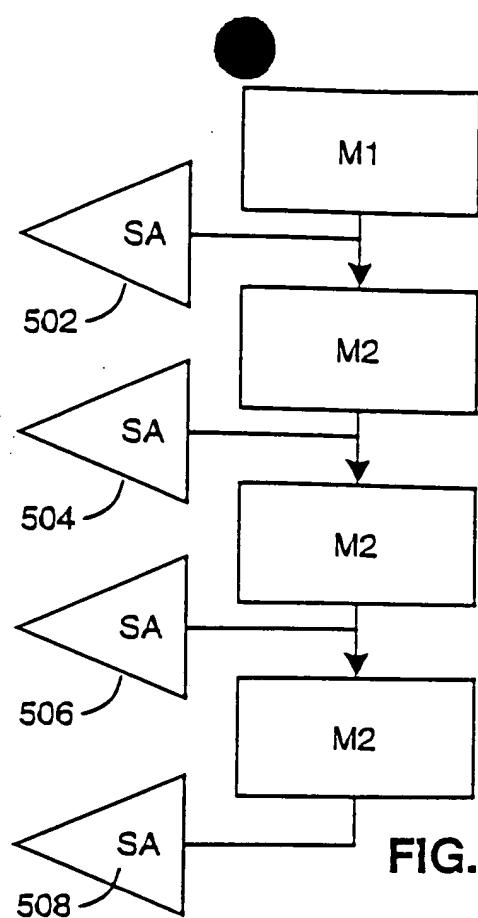


FIG. 16B

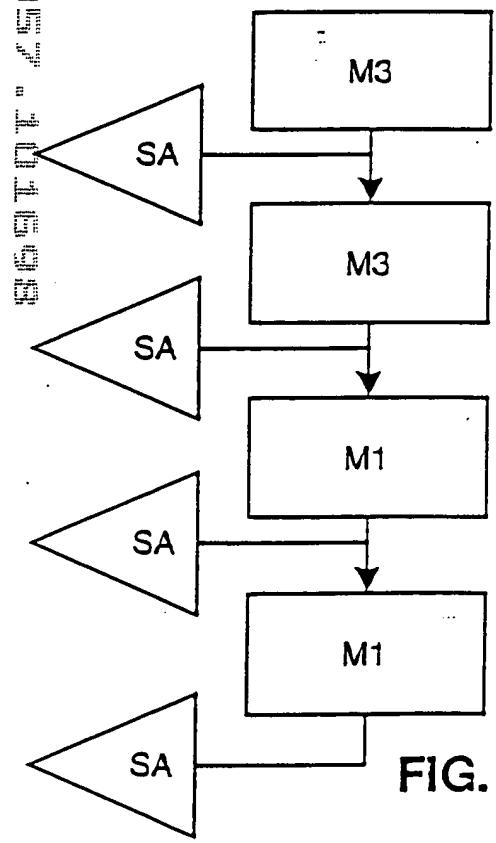


FIG. 16C

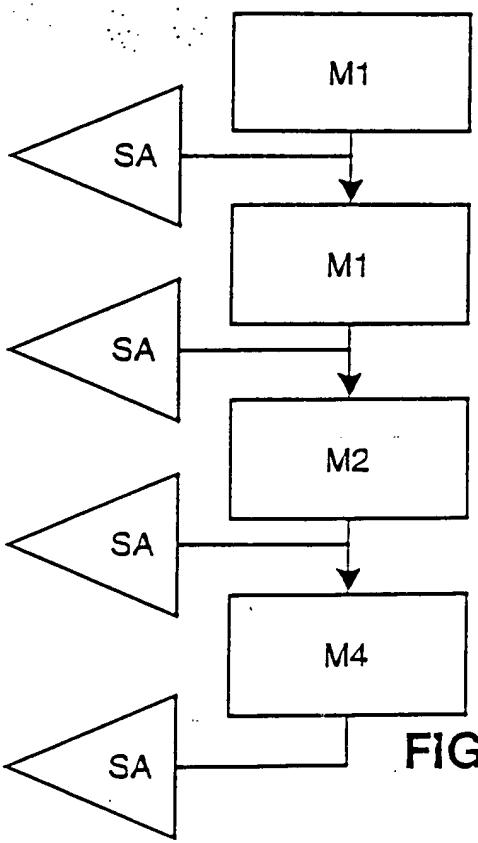


FIG. 16D

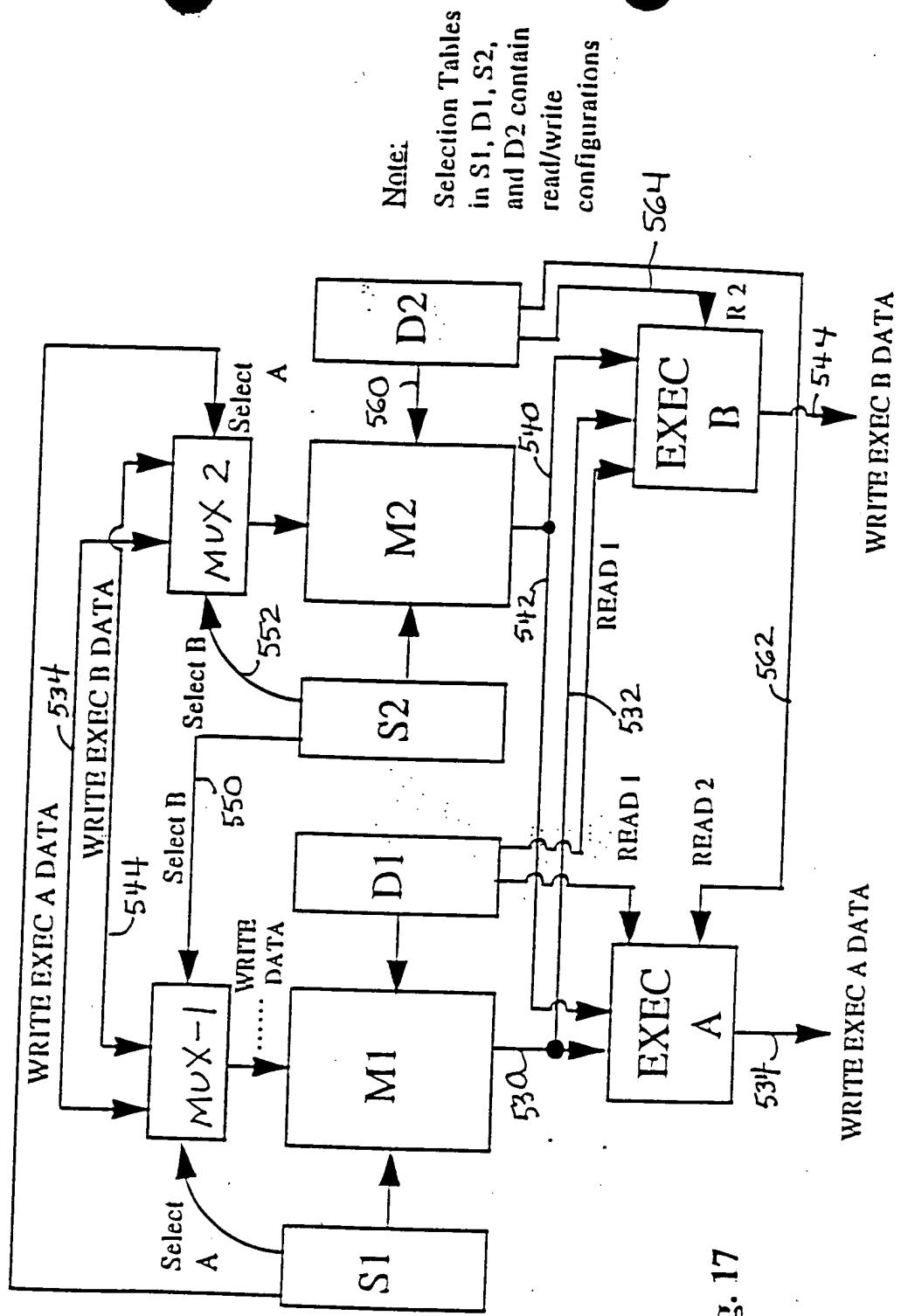


Fig. 17

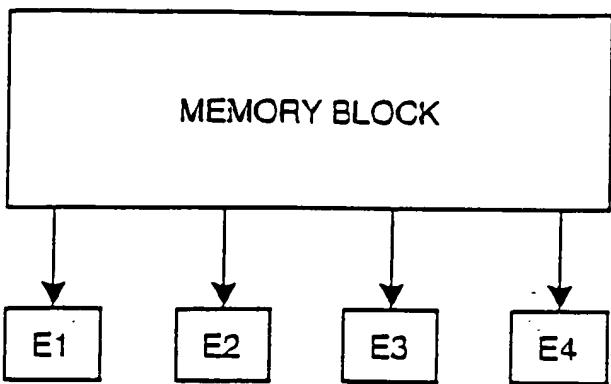


FIG. 18A

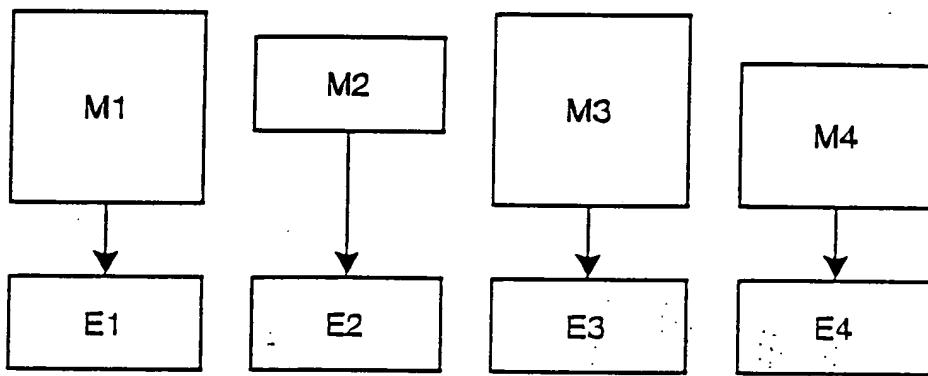


FIG. 18B

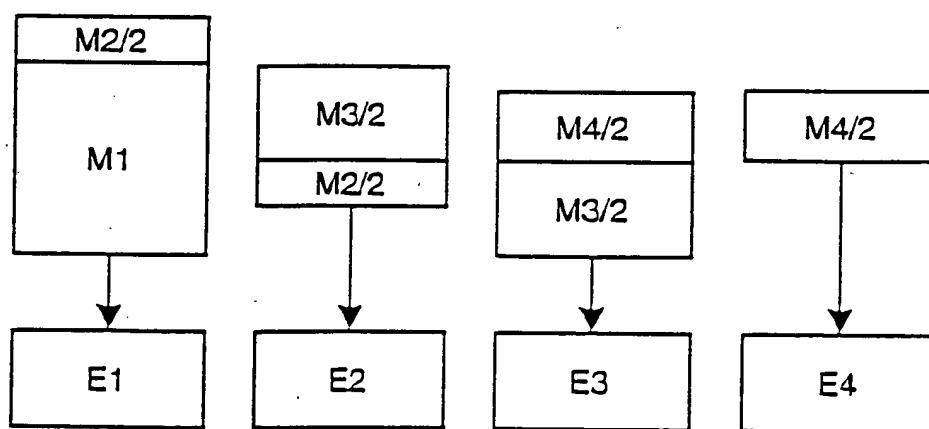


FIG. 18C

00000000000000000000000000000000

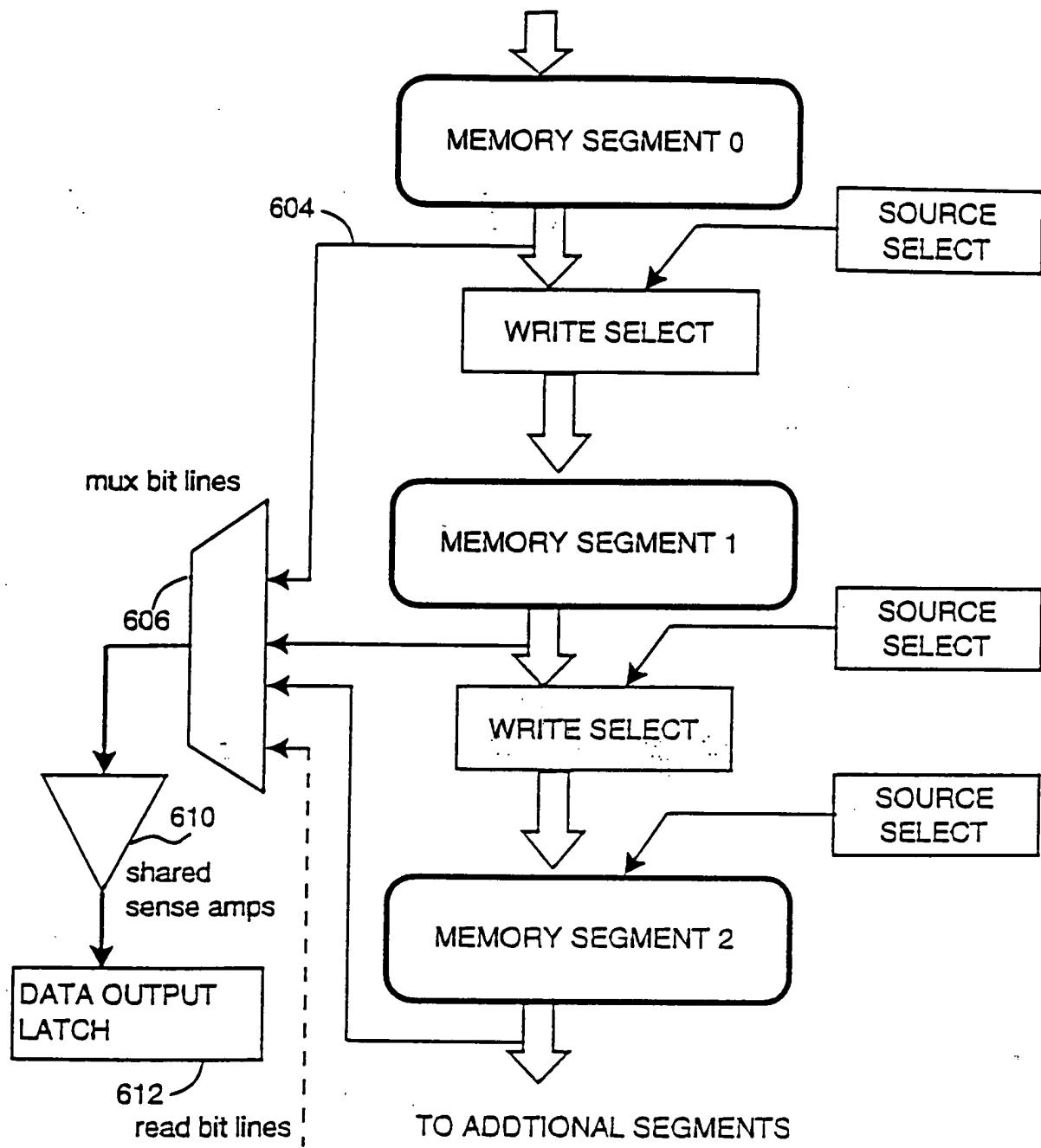


FIG. 19

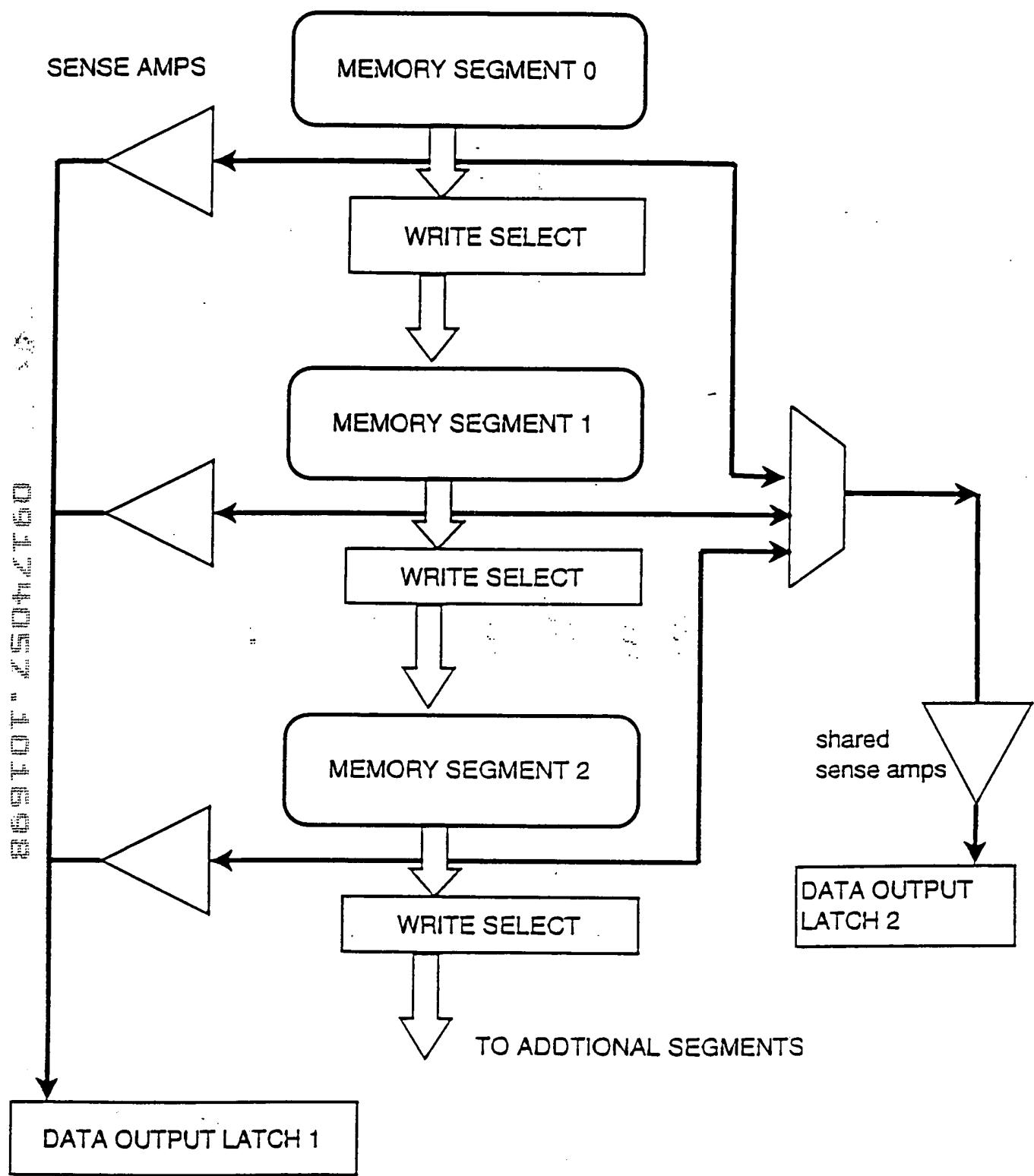


FIG. 20

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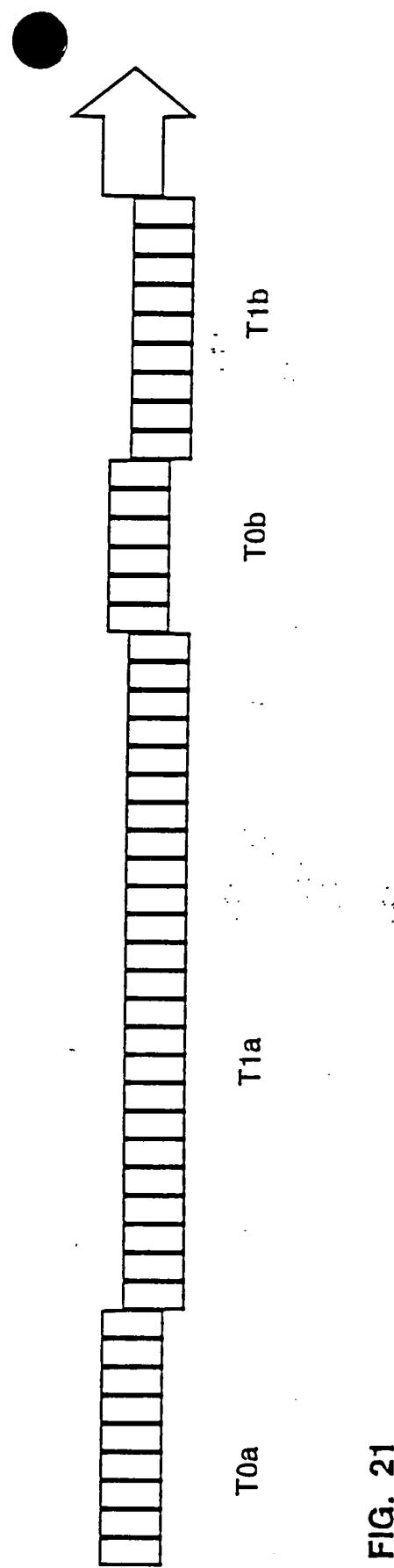


FIG. 21

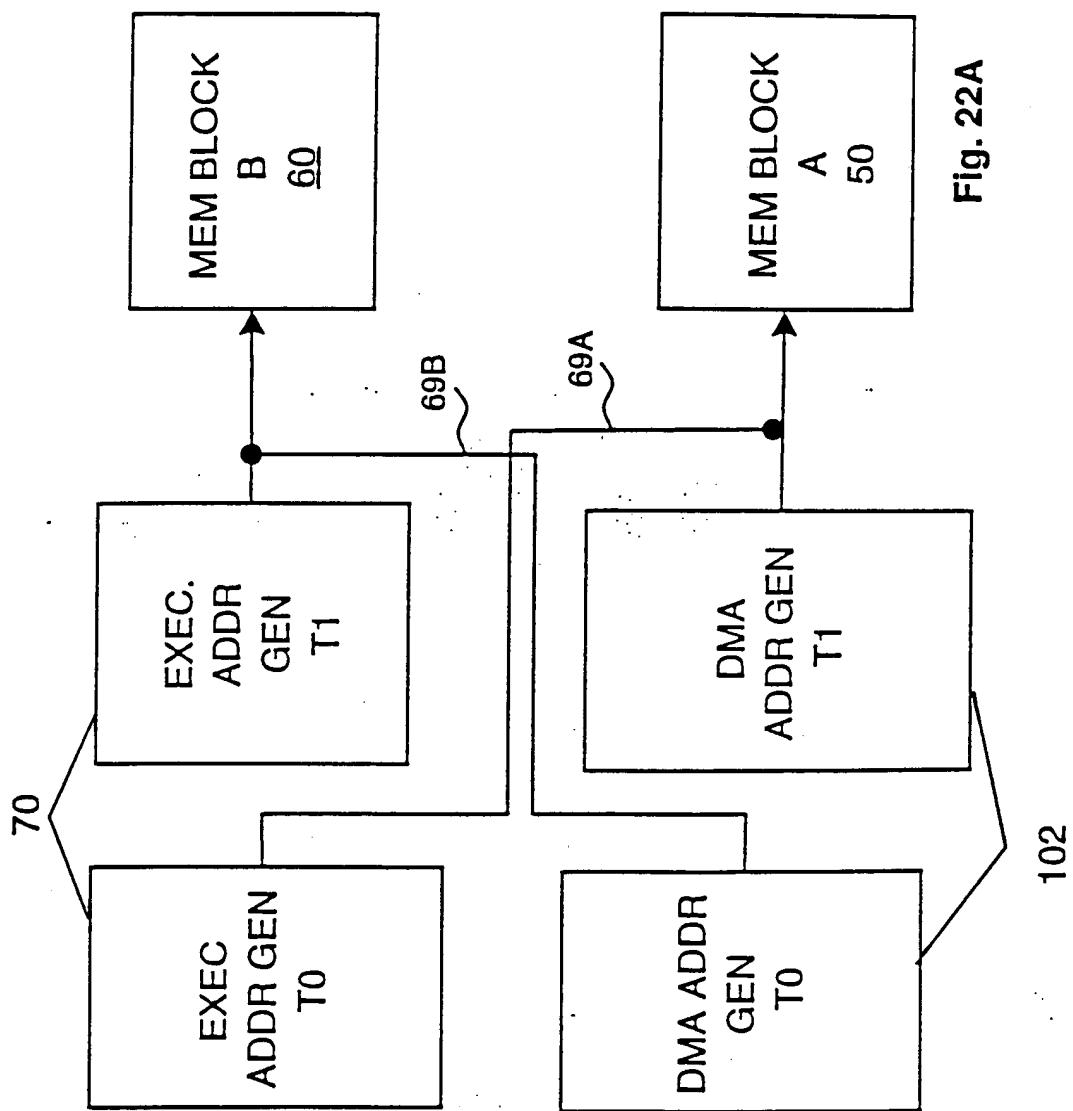


Fig. 22A

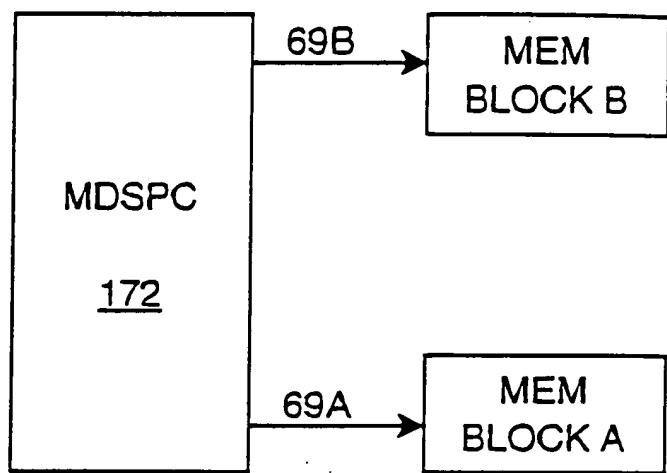


FIG. 22B

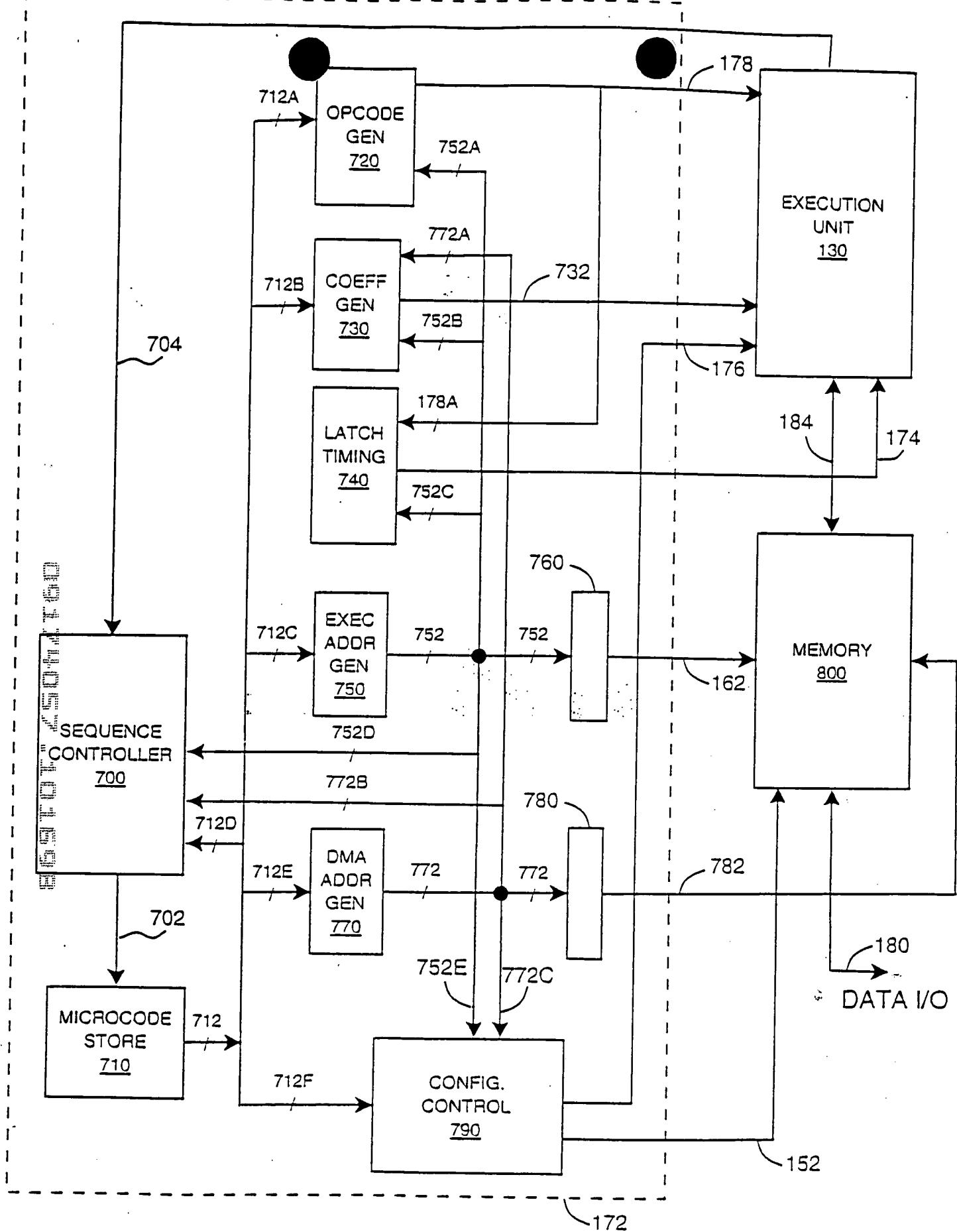


FIG. 23A

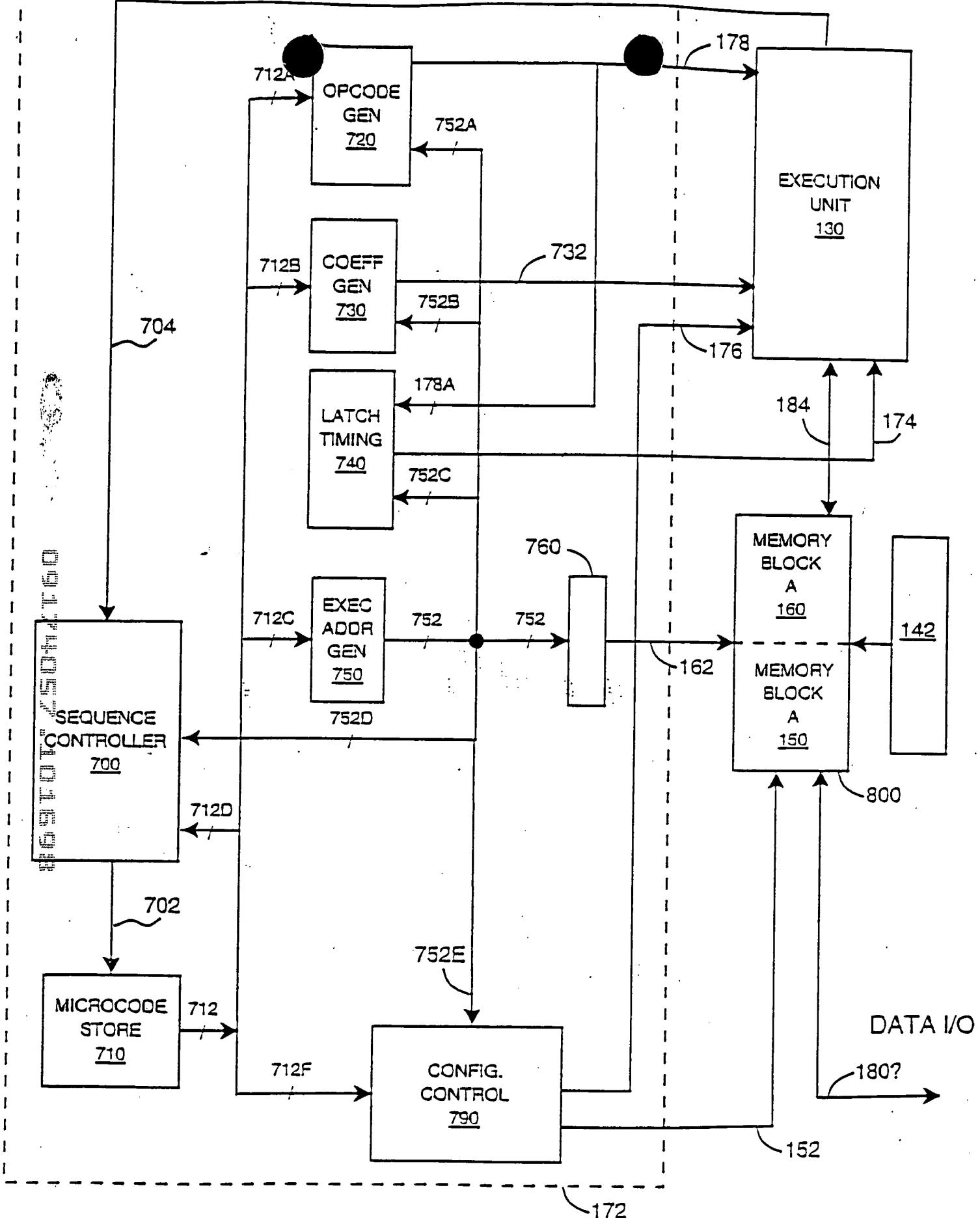


FIG. 23B

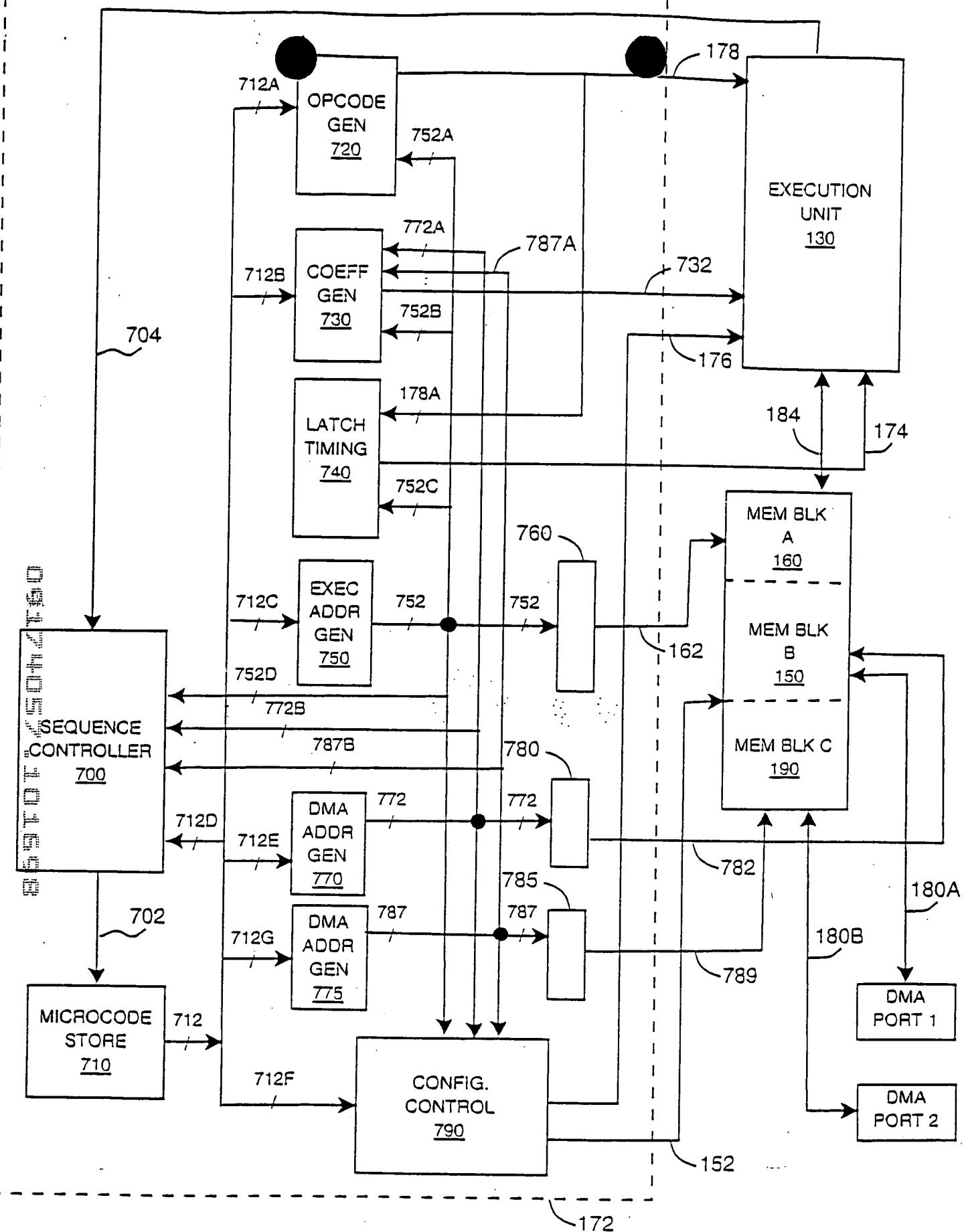


FIG. 23C

ADDRESS	FUNCTION
0x710	FFT RADIX 2
0x905	FIR FILTER
0x2100	CONVOLUTION

FIG. 24A

DECODED MICROCODE

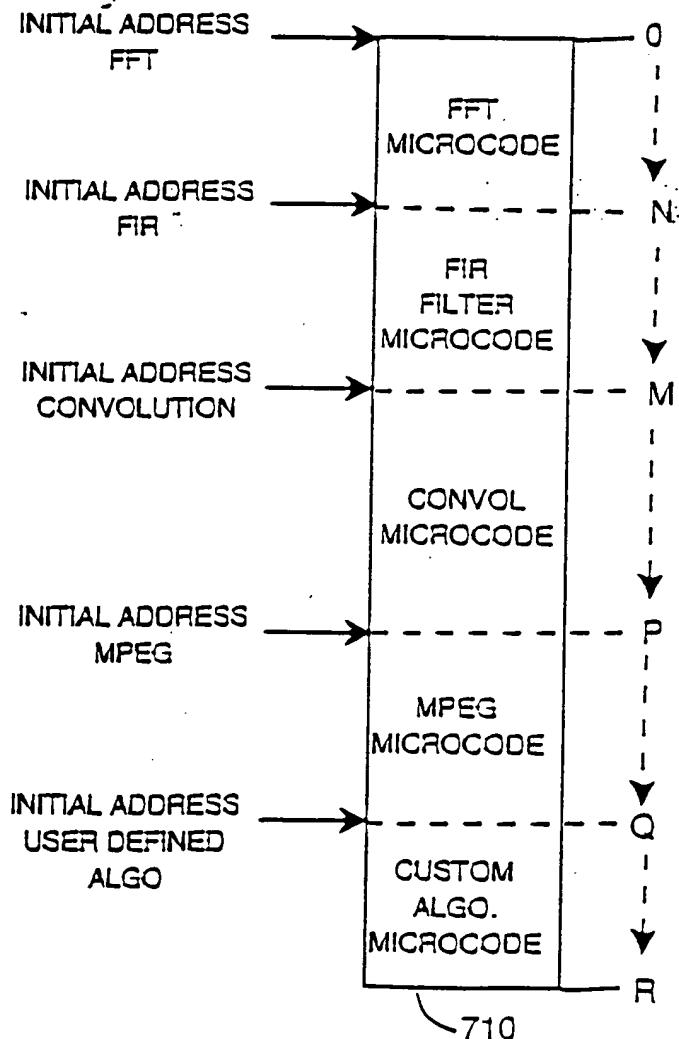


FIG. 24B

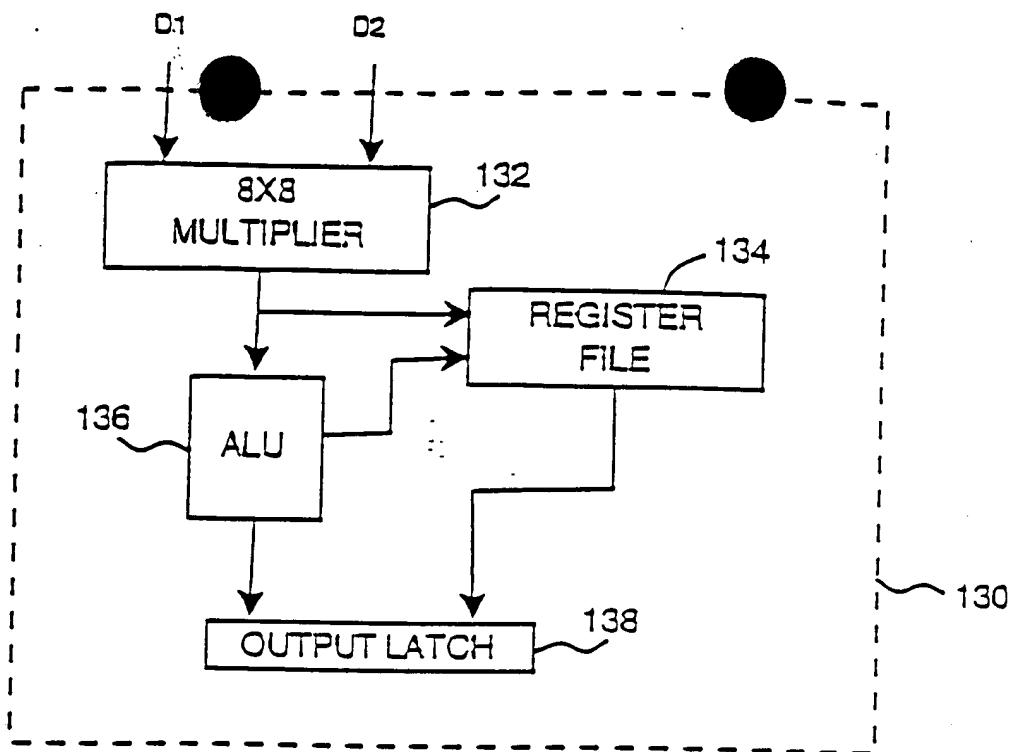


FIG. 25

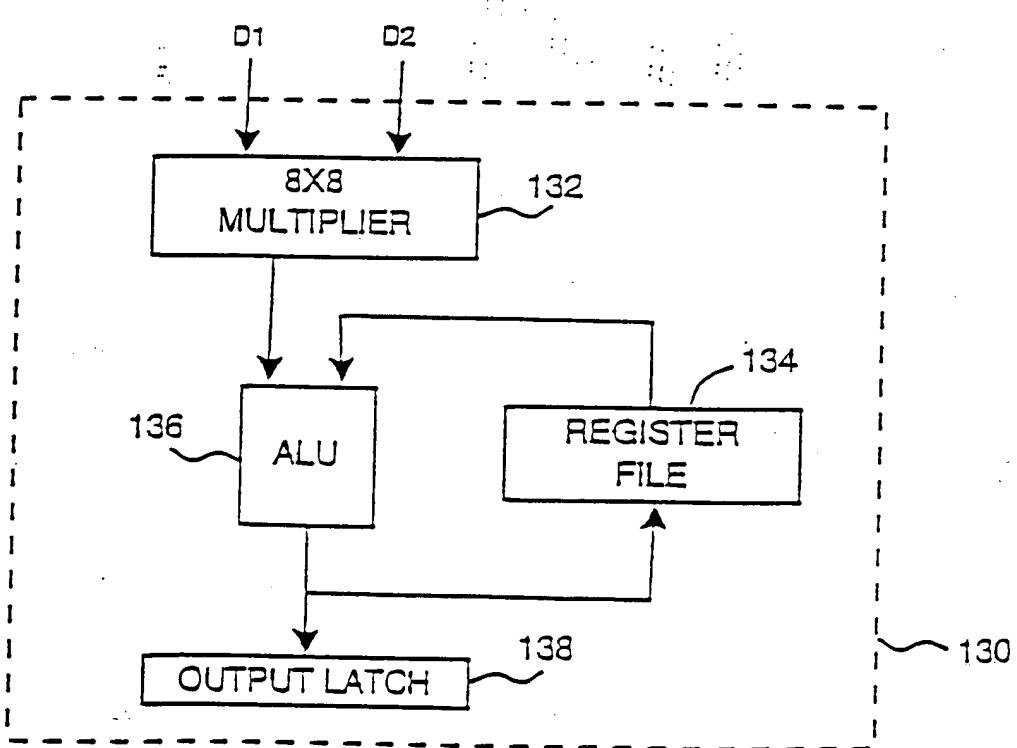


FIG. 26

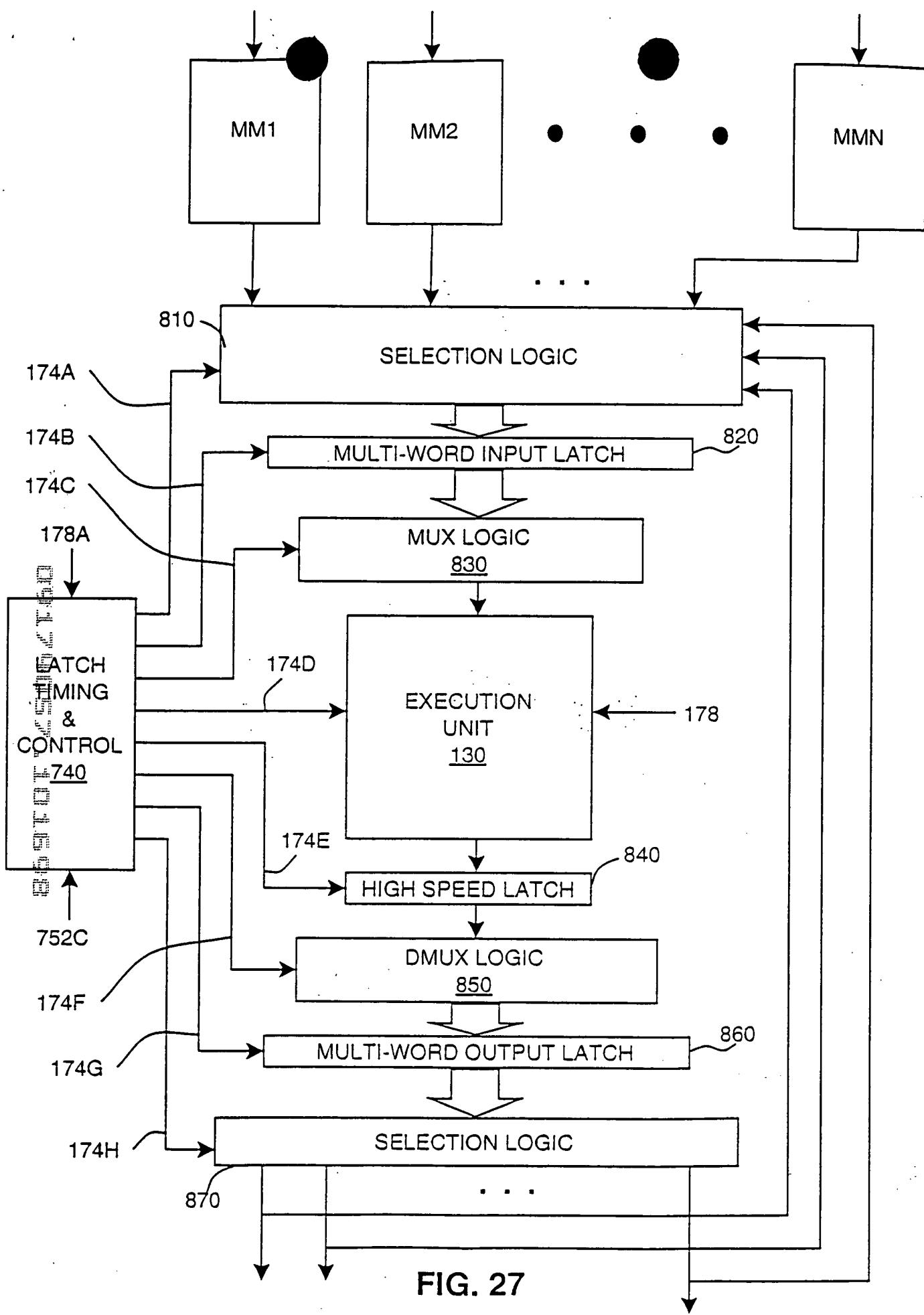


FIG. 27

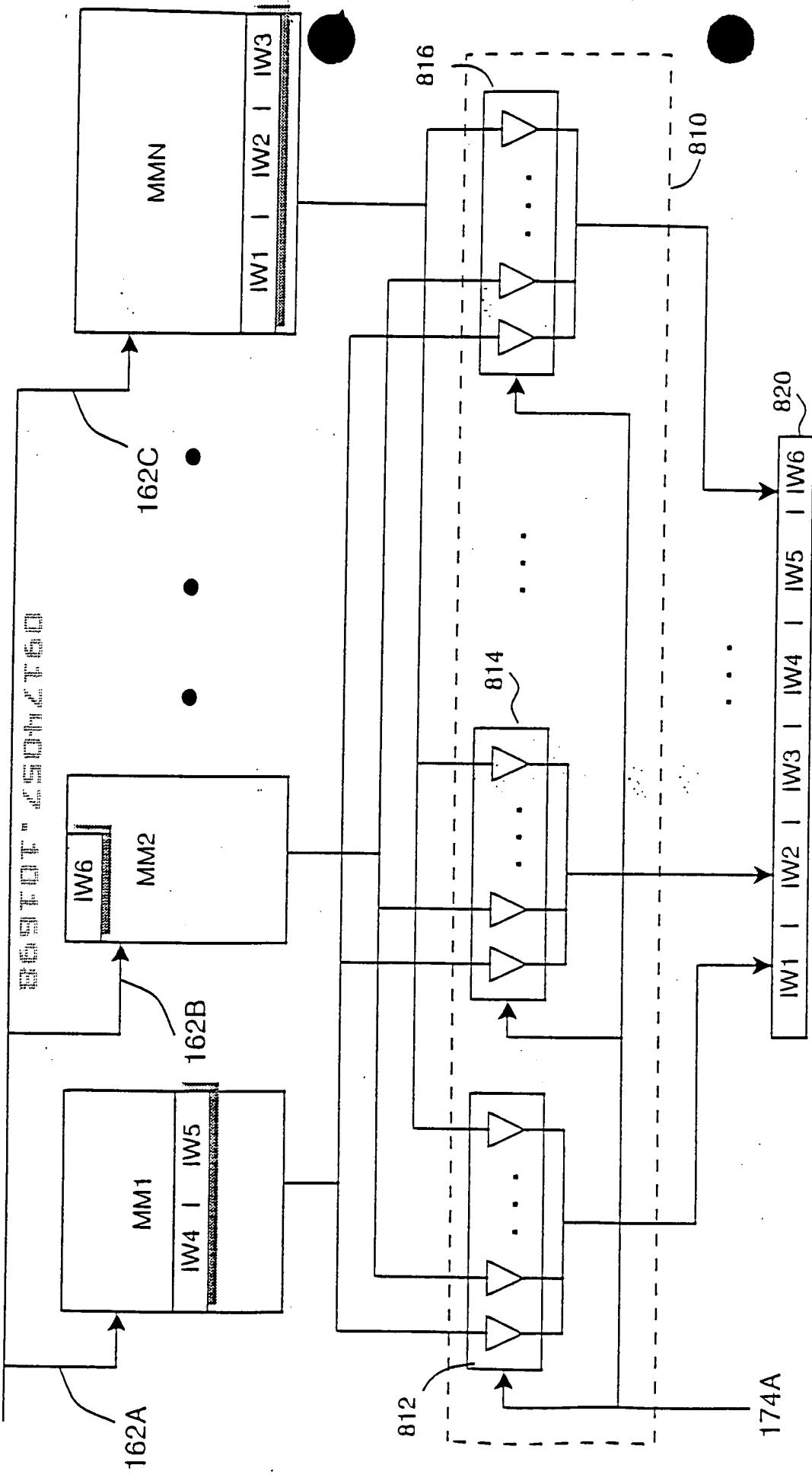


FIG. 28

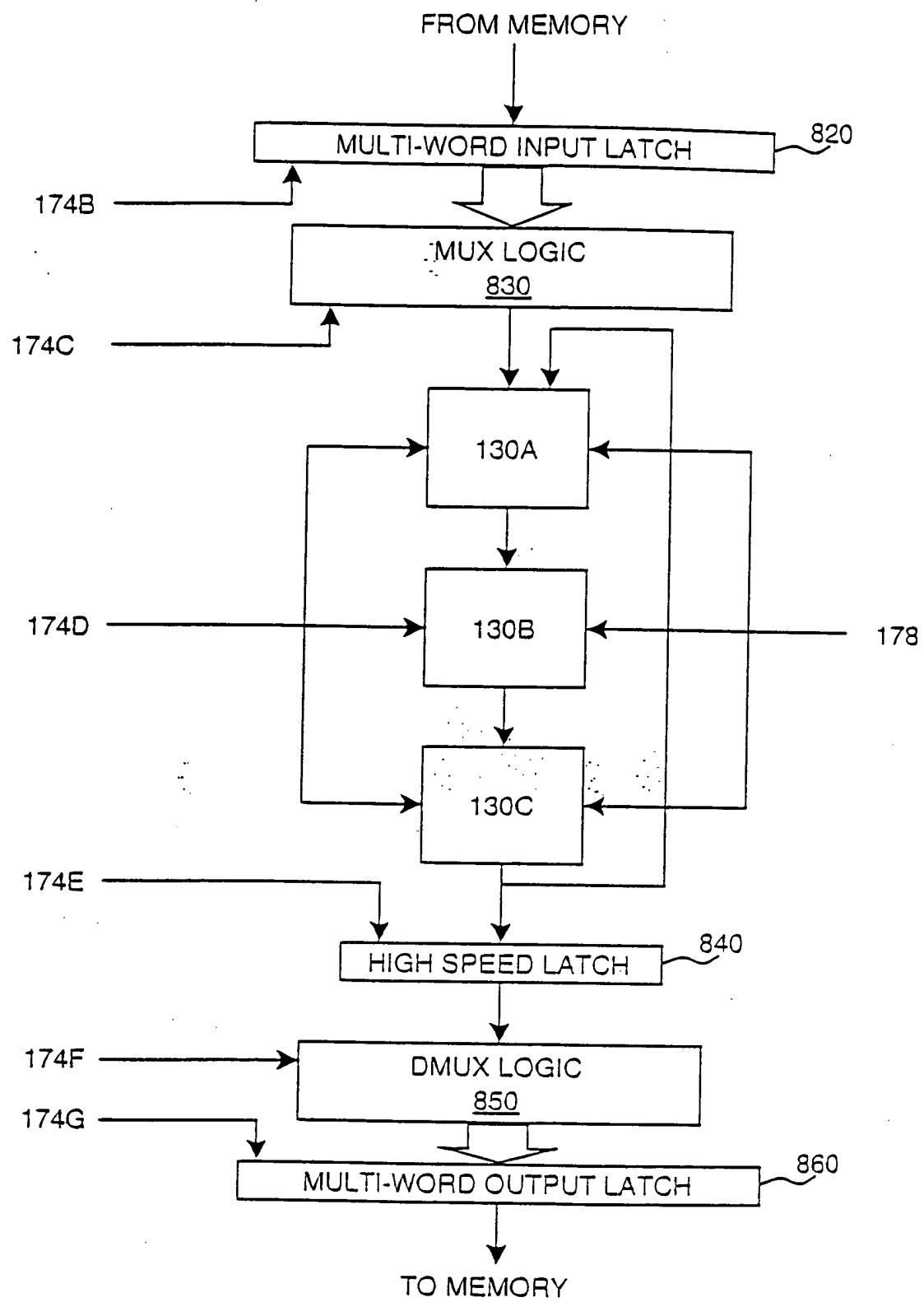


FIG. 29

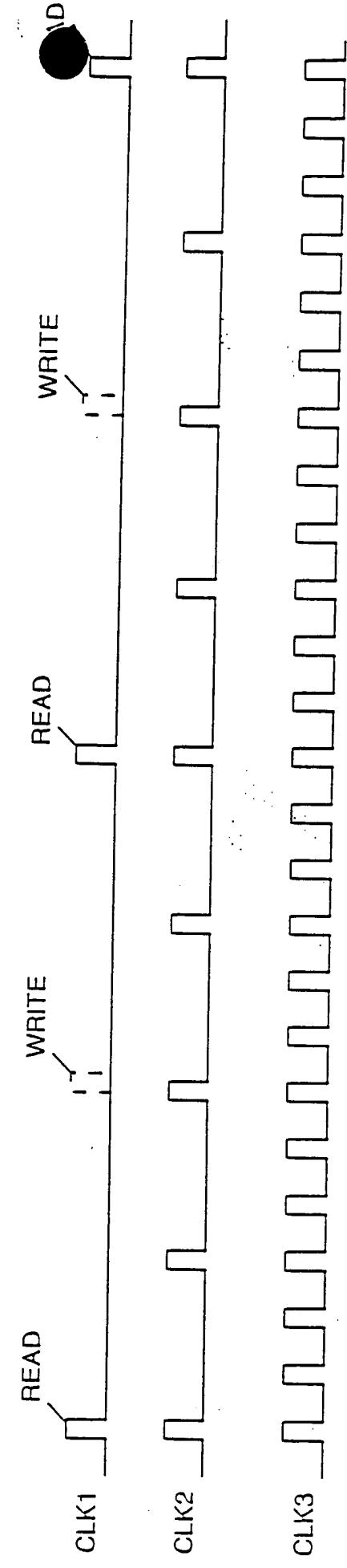


FIG. 30A

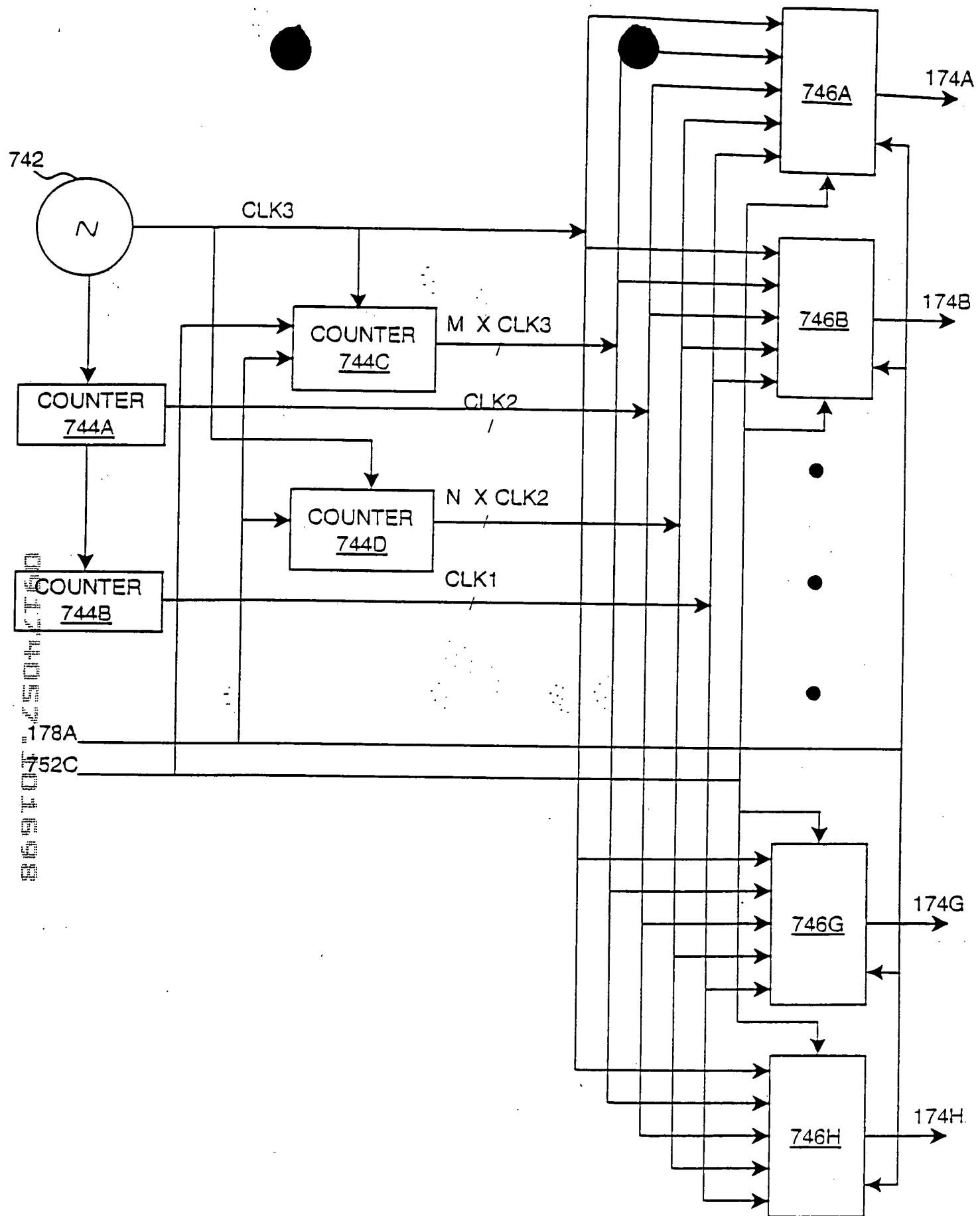


FIG. 30B

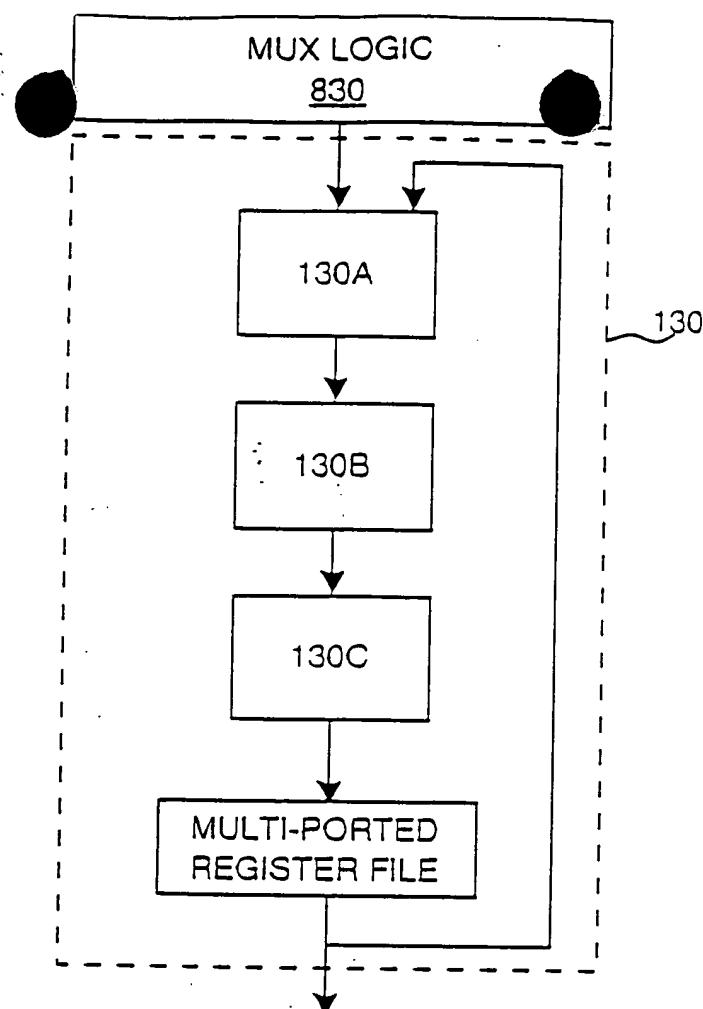


FIG. 31

95124532 100626

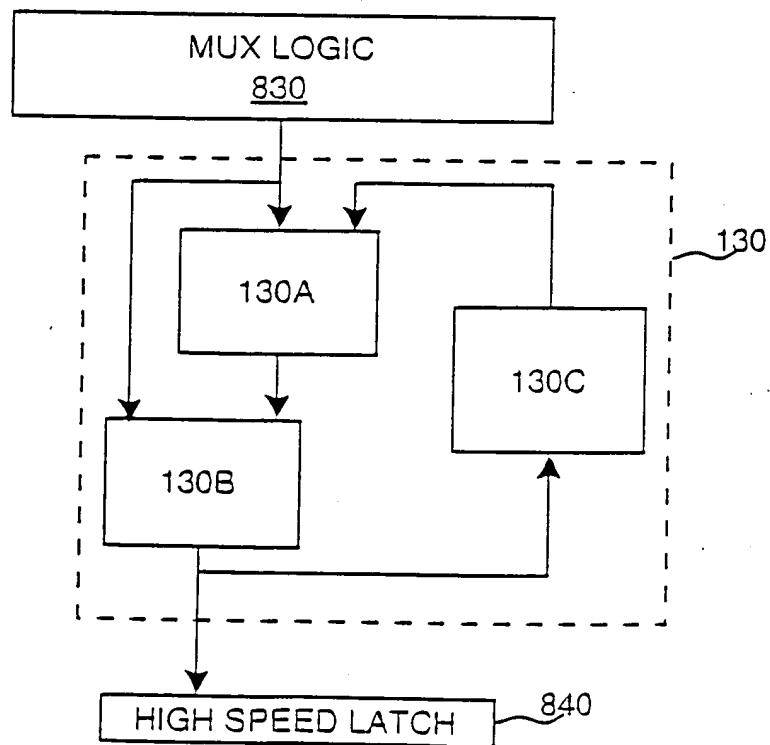


FIG. 32

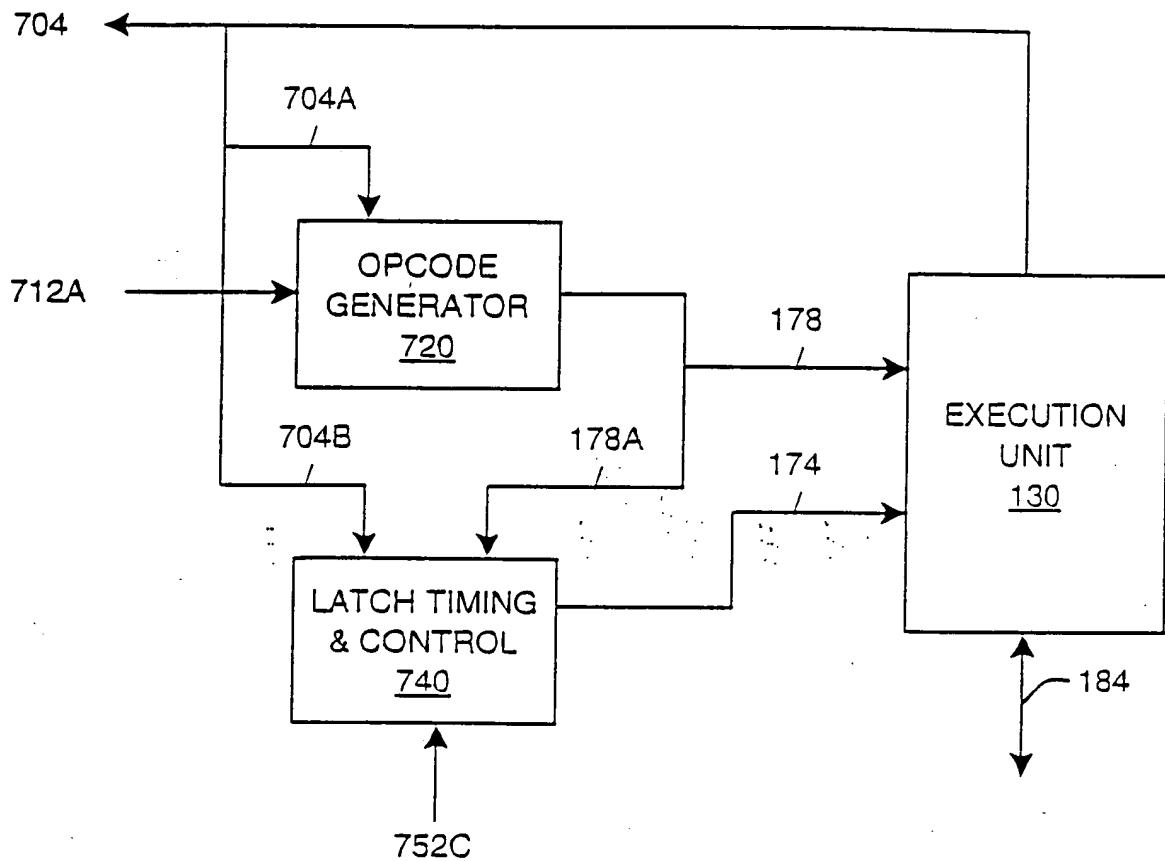
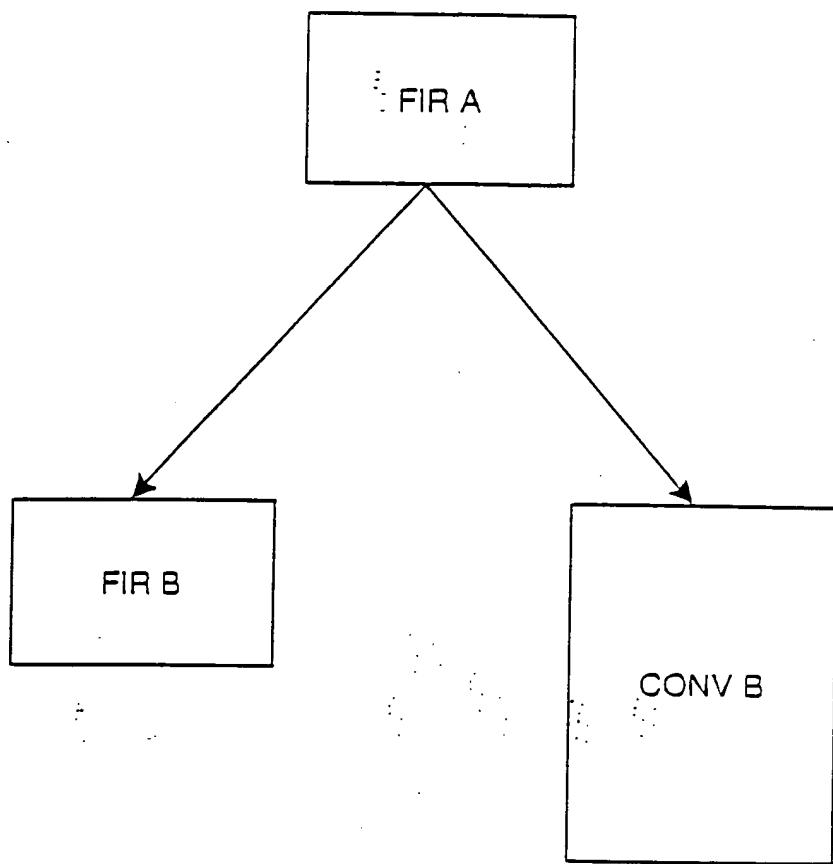


FIG. 33



**FIG. 34**

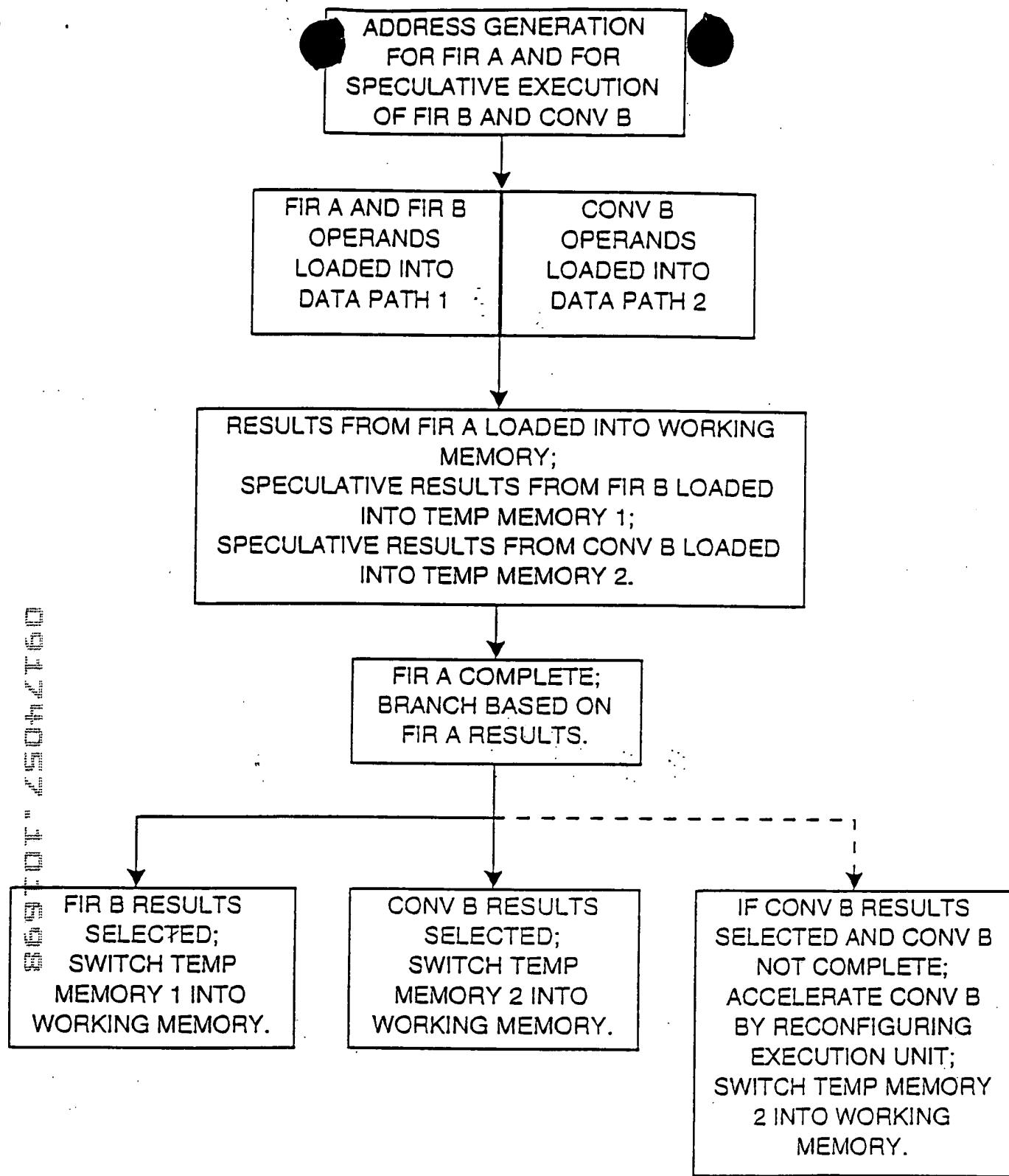


FIG. 35

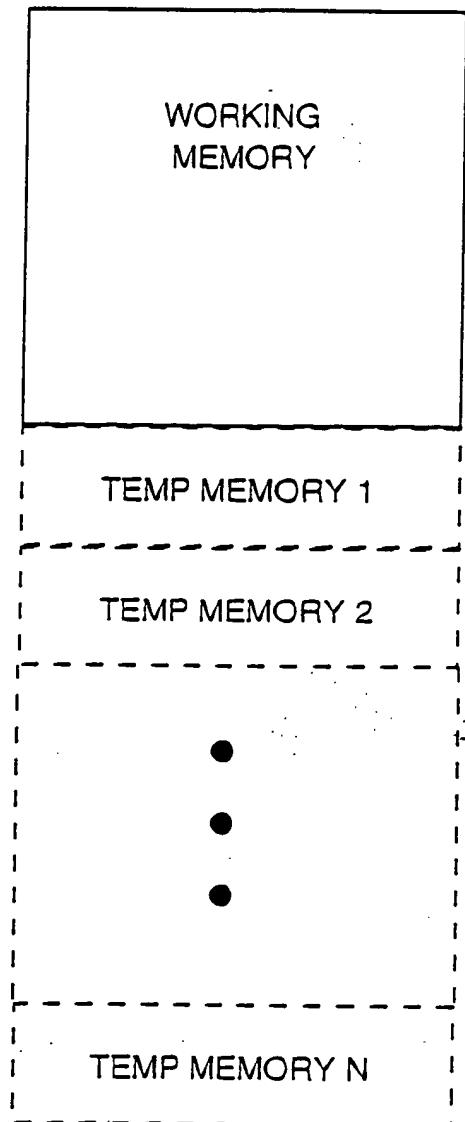


FIG. 36

# Stellar Technologies, Ltd.



The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

**RAMDSP™**

Provides cost effective high performance & low cost  
by tightly coupling 2Mbits - 64Mbits DRAM on  
the same chips as the DSP engine.

# Stellar Technologies, Ltd.

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

- Background
- Business Model
- Comparisons
- Architecture
- Issues and Next Steps



# Stellar Background

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

Founded by Richard Rubinstein, President and CEO in 1994.

Mr. Rubinstein has extensive background & experience in VLSI technology, DSP, team building and product line P&L's.

- Intel
- Cypress Semiconductor
- Data General
- Sharp Micro Electronics

# Stellar Background

cont..

The developer of **RAMDSP™**  
*Integrating Ram & Digital/Signal Processing*

- Santolina Associates of San Jose, CA invested in Stellar Technologies, LTD. in December, 1996.
- Santolina Associates has a member on Stellar Technologies, Board of Directors.

# Stellar Background

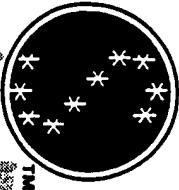
## Patents

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

### • Patent Applications Filed

Stellar's Patent Counsel

Marger, Johnson, McCollum & Stollowitz, P.C. Portland, Oregon  
Mr. Stollowitz is Stellar's Patent Attorney



# Stellar Business Model

## DRAM Product Focus

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Fast ATM switch including signal processing and computation
- Web-TV: ADSL, JPEG, and Web Browser
- Game Machines, PDA devices, DVD Applications
- Video Systems Applications: frame buffer, MPEG, and graphics
- Telecommunications
- High-Performance Ethernet Physical Layer

(All of the above require high-performance and substantial amounts of DRAM)

# Stellar Business Model

## Potential Micron / Stellar Business

### Relationships

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

- Micron's technical and market focus brings embedded technology to market with 2 - 4x performance of TI's TMS320C60 at reduced power and system costs
- Micron manufactures and sells products defined and designed by Stellar and transferred to product manufacturing by Micron
- Stellar interests are to obtain a royalty stream from **RAMDSP™** products sold by Micron

# Stellar Business Model

## Potential Micron / Stellar Business

### Relationships

The developer of **RAMDSP™**

*Integrating Ram & Digital Signal Processing*

Stellar provides **RAMDSP™** silicon design and software to support high-performance, low-power, low-cost DRAM applications

- **RAMDSP™** may function as DSP accelerator working in conjunction with a separate front-end controller, or
- **RAMDSP™** implements stand-alone applications that don't require a front-end controller.
- For either of the above, Stellar
  - designs with Micron's tools,
  - sells a license to Micron for **RAMDSP™** technology, and
  - obtains a royalty stream for designs and products sold.
- Stellar will train Micron engineers on **RAMDSP™** software tools and support custom DSP library development.

# Stellar Business Model

## Milestones and Costs

The developer of RAMDSP™

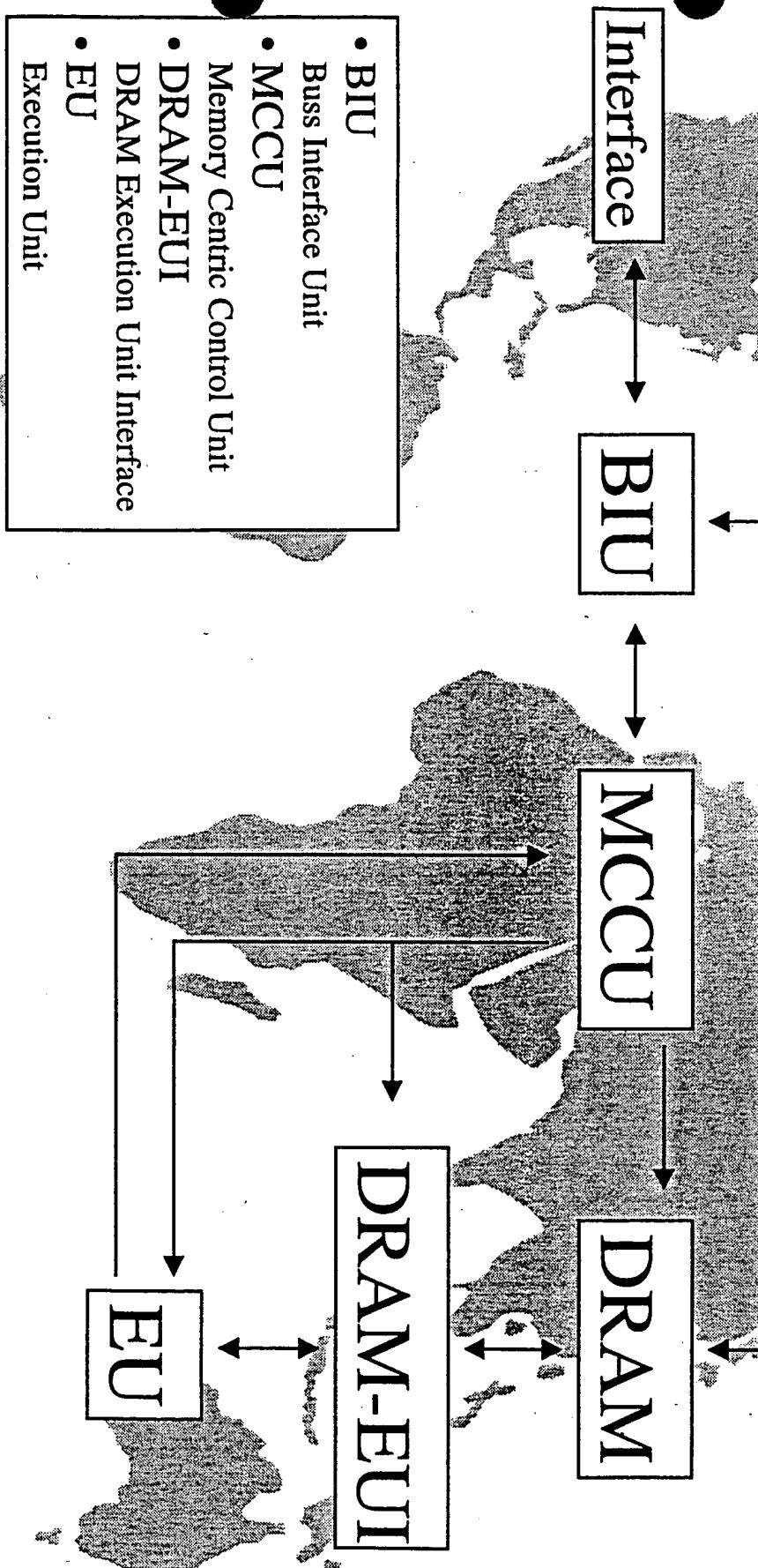
*Integrating Ram & Digital Signal Processing*

- Q4/97 Functional Specification for MPEG Application
- Q1/98 Functional Simulator and Assembler
  - Architecture Specification for MPEG Application Complete
- Q2/98 Simulator and Behavioral RTL verified, \$650,000.00
- Q1, Q2/98 MPEG Application and Market Development \$450,000.00
- Q4/98 Software Tools plus MPEG port complete \$1.6 million
- Q1/99 Prototype Silicon \$3.5 million

(above funds prepay part of IP license and royalties)

# Stellar Architecture

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



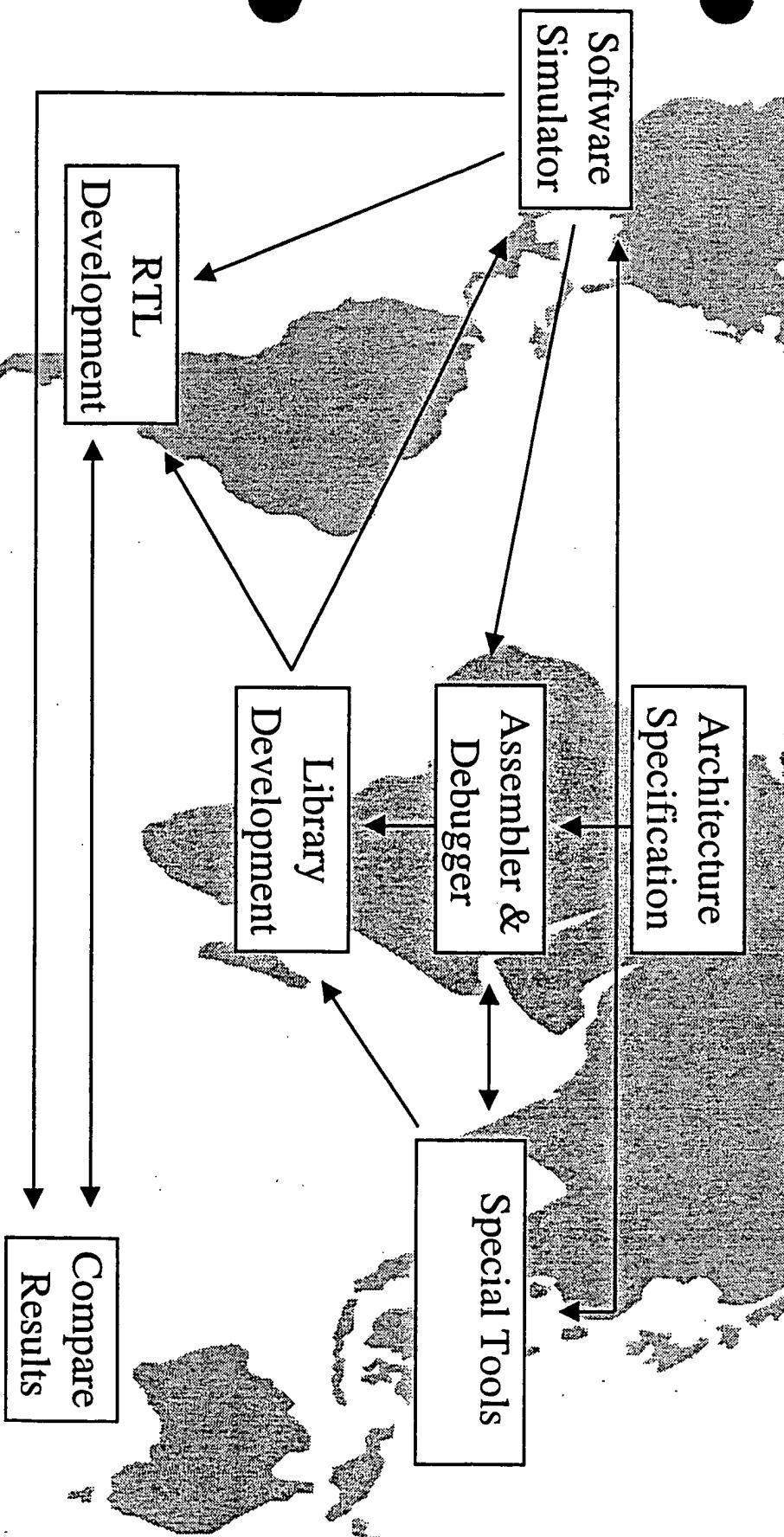
- BIU  
Buss Interface Unit
- MCCU  
Memory Centric Control Unit
- DRAM-EUI  
DRAM Execution Unit Interface
- EU  
Execution Unit

# Stellar Architecture

## Development Process

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*



# Stellar Cost/Performance

## Power

The developer of RAMDSP™  
Integrating Ram & Digital Signal Processing

## Stellar's RAMDSP™ Architecture

has been compared to TI's device:

TMS320C6X - 200 MHz • 1,600 MIPS

- Power Dissipation Approximately 1/2\*\*

\*\*At comparable performance to TI. RAMDSP™  
will require approximately 1/2 the power

# Stellar Cost/Performance

## Processing Speed

### RAMDSP™

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

## Stellar's Architecture RAMDSP™

Has been compared to TI's device:

TMS320C6X - 200 MHz • 1,600 MIPS

- Performance Approximately 1- 4X\*\*\*

\*\*\* RAMDSP™ product family will support performance  
range of 1 to 4 times the performance of  
TMS320C6X on a single chip

# Stellar Cost/Performance

## System Cost

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

### Stellar's RAMDSP™ Architecture

has been compared to TI's device:

TMS320C6X - 200MHz • 1,600 MIPS

- System Cost Approximately\*

1/8 x TI with 4 - 8Mb DRAM  
1/4 x TI with 8 - 16 Mb DRAM  
1/3 x TI with 16 - 64 Mb DRAM

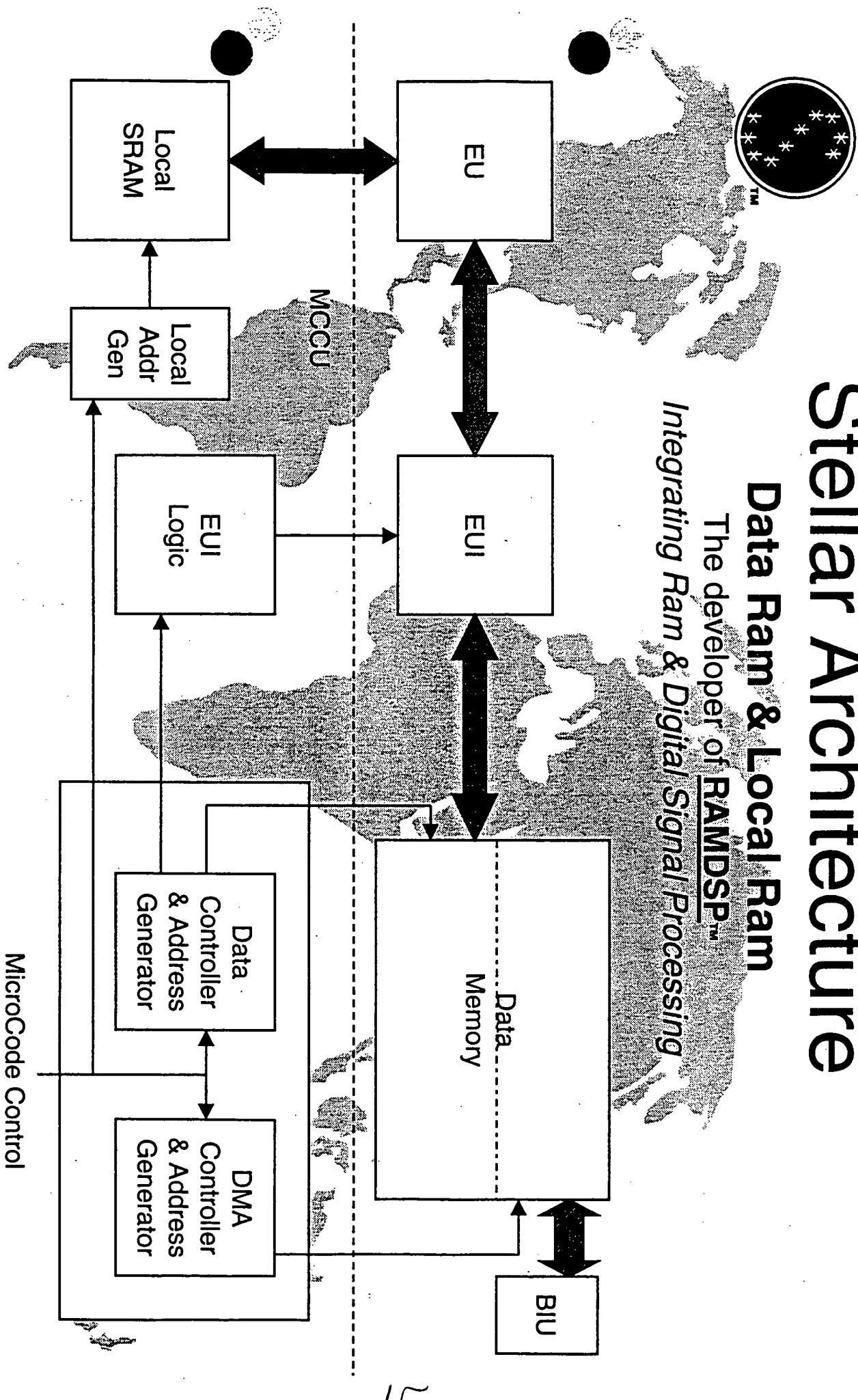
\* Based upon DRAM Integration

# Stellar Architecture

## Data Ram & Local Ram

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

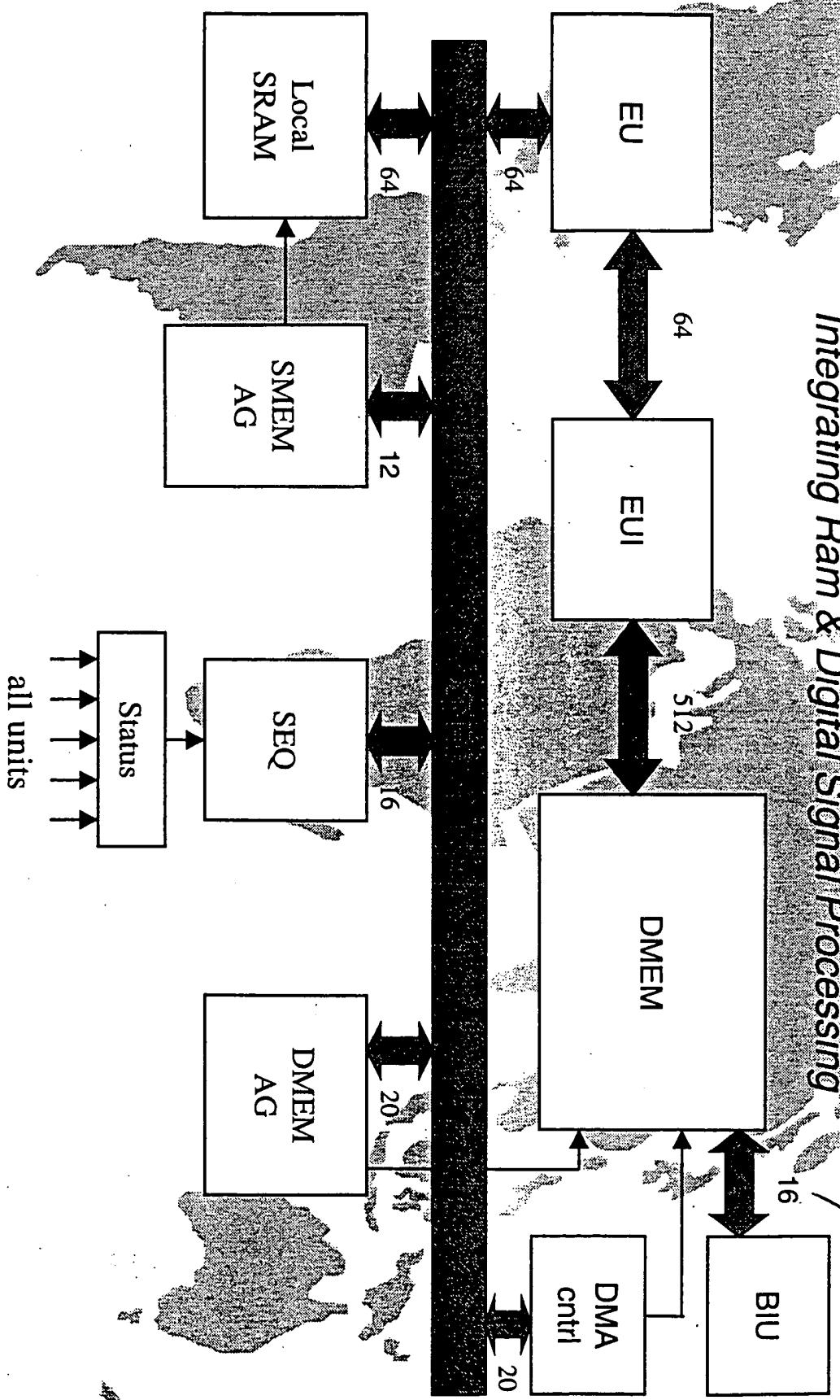


# Stellar Architecture

## Data RAM & Local RAM

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

for  
Video Interface



# Stellar Architecture

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Low Speed - DMEM nominal cycle time = 40 ns = major cycle
- High Speed - EU and SMEM nominal cycle time = 5 ns
- Intermediate speed - SEQ and DMEM MAC needs to be four times faster than DMEM.
  - Therefore, nominal cycle time = 10 ns
- The ratio for the number of cycles per major cycle is:
  - 1:4:8 for 40 ns DRAM
  - 1:4:4 for 20 ns DRAM

# Stellar Architecture

## Memory Centric Controller Unit cont.

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

RAMDSP technology applies to both DRAM and SRAM data memory

- Memory Addressing for Execution Unit
- Operation Control Fields
- Execution Unit timing
- Memory interface unit timing and control
- Control for reconfiguring and sharing memory

# Stellar Architecture

## Memory Centric Controller Unit cont.

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

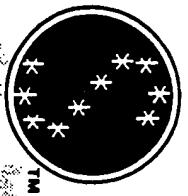
- Power Management Control
- Addressing for Multiple Memory Blocks, Multiple Execution Units, and Memory V/O
- Provision for Fast Local Storage
- Full Support for Conditional Execution
- Provides Complete Built-in Self Test Capabilities
  - reduces manufacturing costs
  - implements control information for repair

# Stellar Architecture

## MCCU Interface Controls

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Status Block Information Control from Engine to Core processor
- Interrupt Handling Processor
- Engine To Engine Communications
  - Multi-processor support
  - Status
  - Interrupts
  - Stand-alone processing
- Support for Memory Mapped Instructions from Core processor to Engine

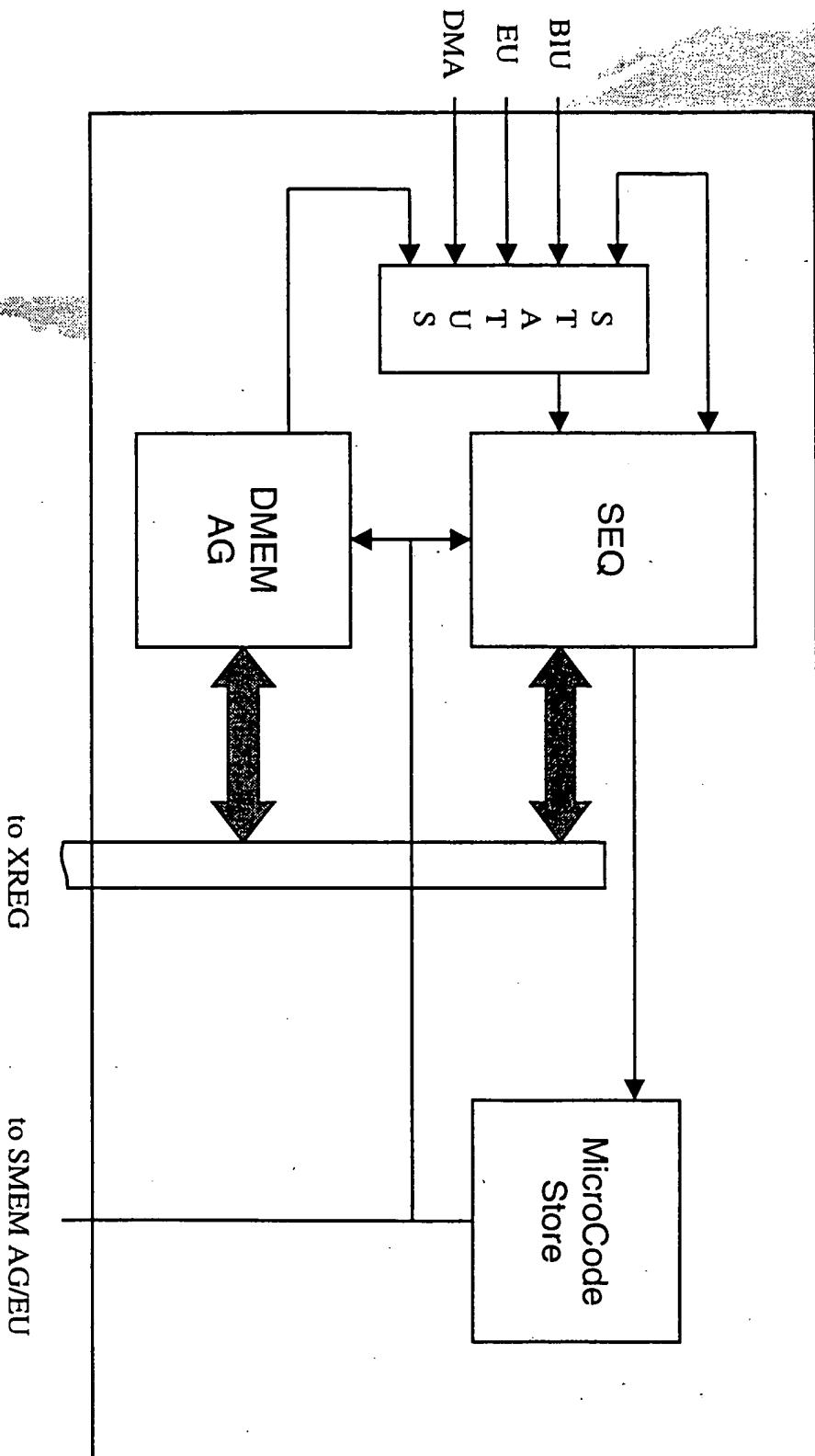


# Stellar Architecture

# MCCU Block Diagram

# *Integrating Ram & Digital Signal Processing*

## The developer of **RAMDSP™**

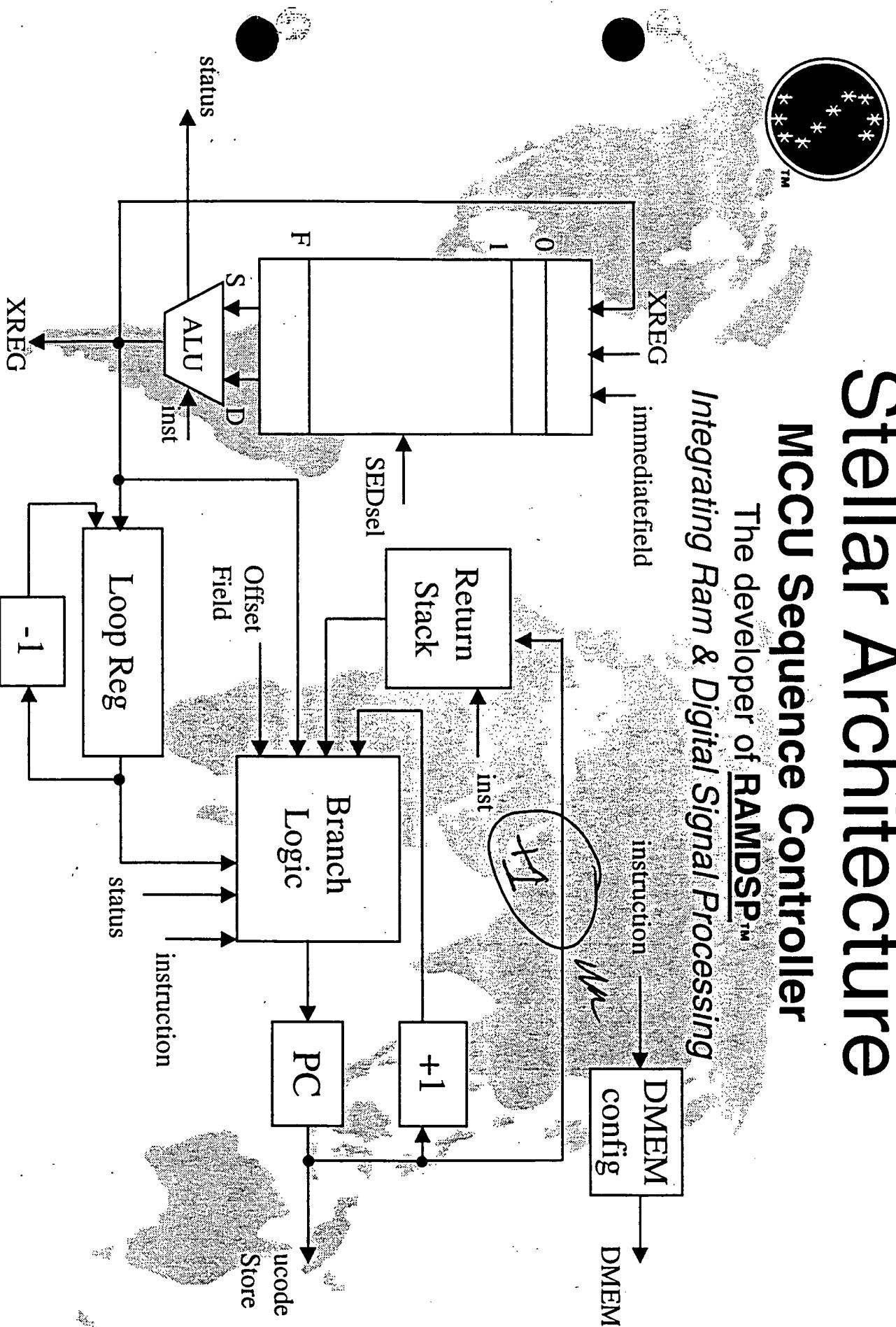


# Stellar Architecture

# MCCU Sequence Controller

The developer of **RAMDSP™**

# *Integrating Ram & Digital Signal Processing*

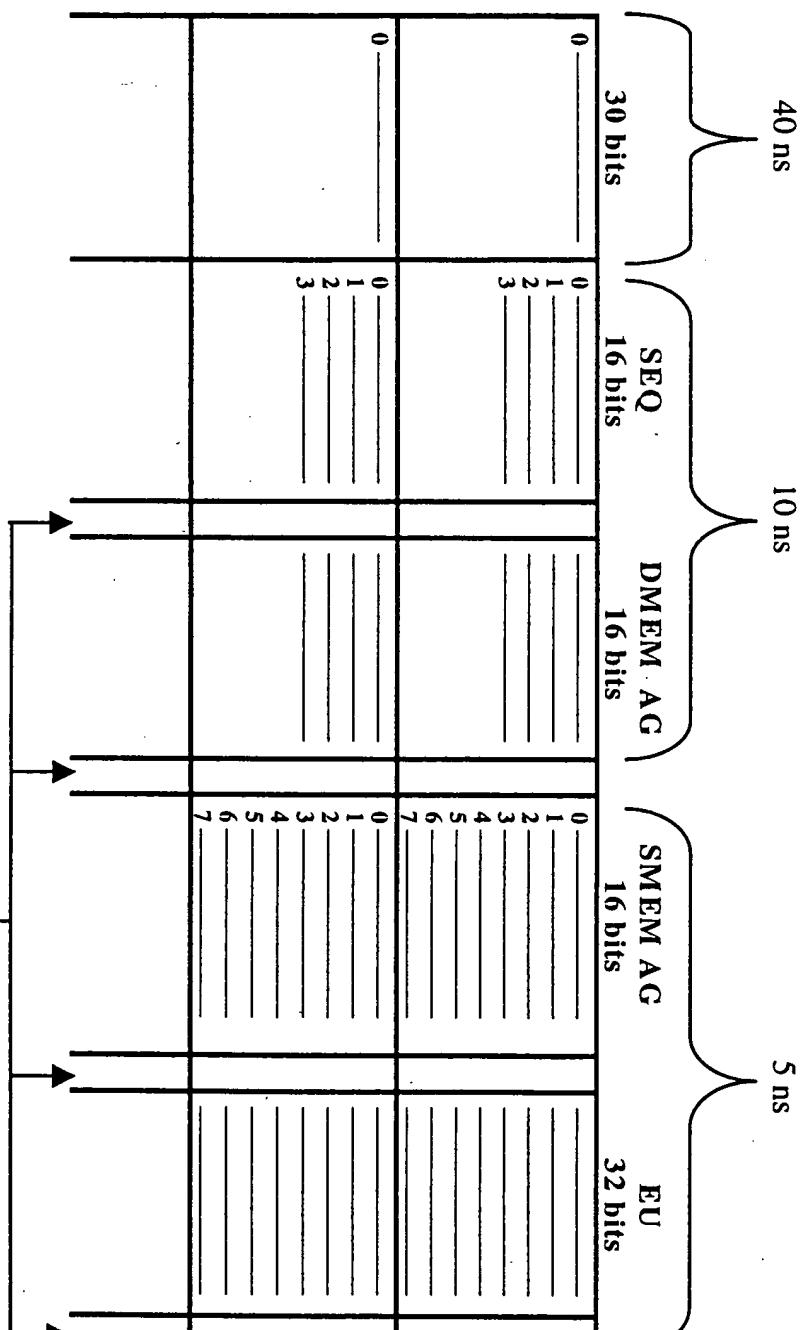




# Stellar Architecture

## MicroCode Store Segmentation

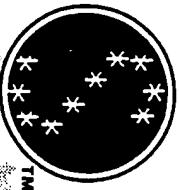
The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



# Stellar Architecture

## MicroCode Store

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



### End of Operations Bit

- The EOO Bit is set by the assembler
- When the EOO Bit is encountered, that MicroCode block is idle until the start of the next major cycle
- Note that the units are idle during a NOP

### Example of EOO Bit for DMEM AG

Assembler Code	Machine Code	EOO Bit
inc 3, setaddr	1 2 3 0	1
nop	0 0 0 0	0
nop	0 0 0 0	0
nop	0 0 0 0	0

# Stellar Architecture

## Data Ram Partitioning

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

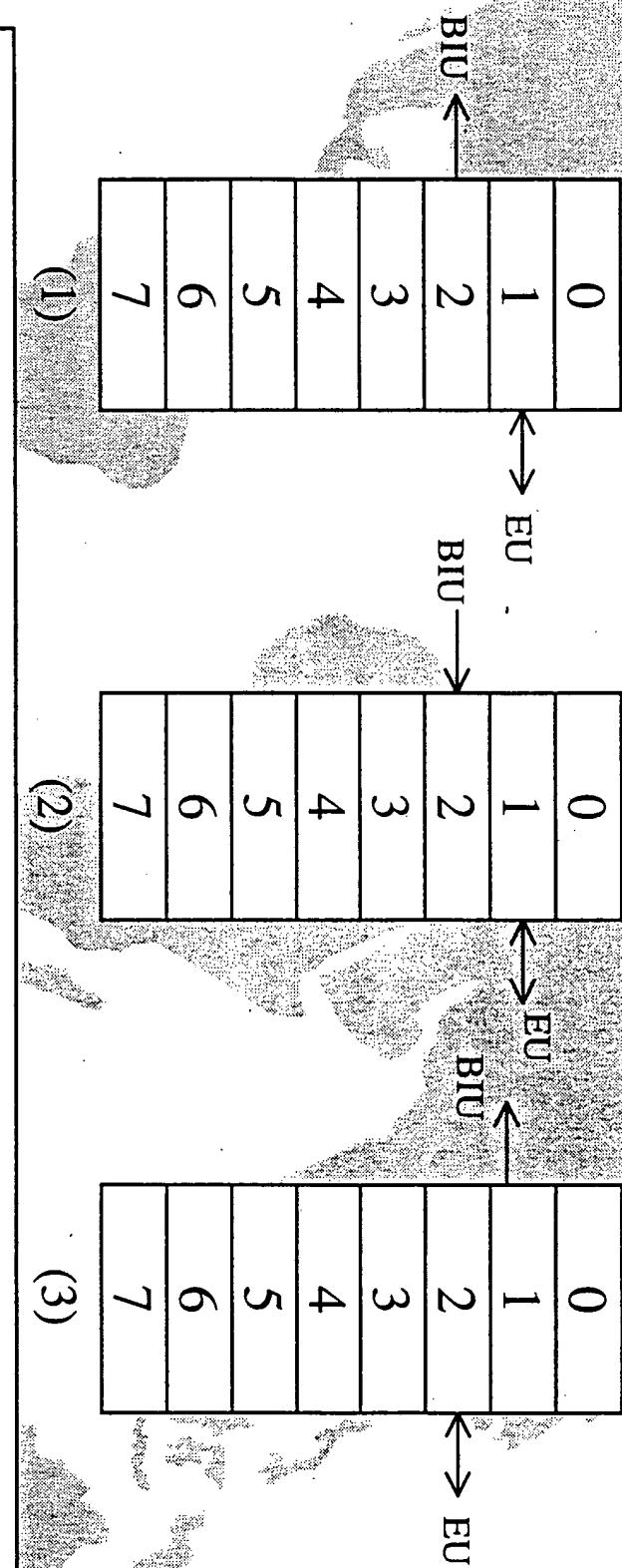
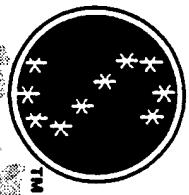
- Data Ram addressed in 8 assignable segments
- Execution Unit and Bus Interface Unit swap data segments transparently
- Fixed segments preserve algorithm state
- MCCU controls reconfiguration and coordinates processing with I/O

# Stellar Architecture

## Data Ram Partitioning

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*



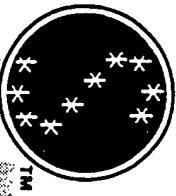
1. Current execution with segment 1 while last results are unloaded from segment 2.
2. Execution continues with segment 1 while next data is loaded into segment 2.
3. Segments are reassigned - execute with segment 2 while previous results are unloaded from segment 1.

# Stellar Architecture

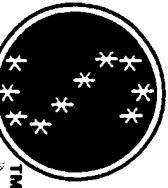
## Bus Interface Unit

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Provides a high bandwidth programmable interface to standard and custom busses
- Shares control with the MCCU
- Direct path to DRAM I/O Blocks



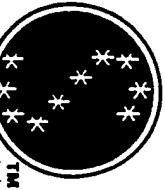
# Stellar Architecture



**Bus Interface Unit**  
The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Maintains high bandwidth communication between BIU and DRAM block
- Support for various standards
  - Synchronous DRAM
  - EDO
  - Rambus
  - PCI
- Simple interface can substitute for BIU, e.g., standard memory buss interface

# Stellar Architecture



## Execution Unit

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Extendable Architecture
- Two  $\leftrightarrow$  Eight Way SIMD
- Local Memory Support for Execution Units
- Branch and Interrupt Status Feedback To MCCU

# Stellar Architecture

## Execution Unit Interface

The developer of RAMDSP™

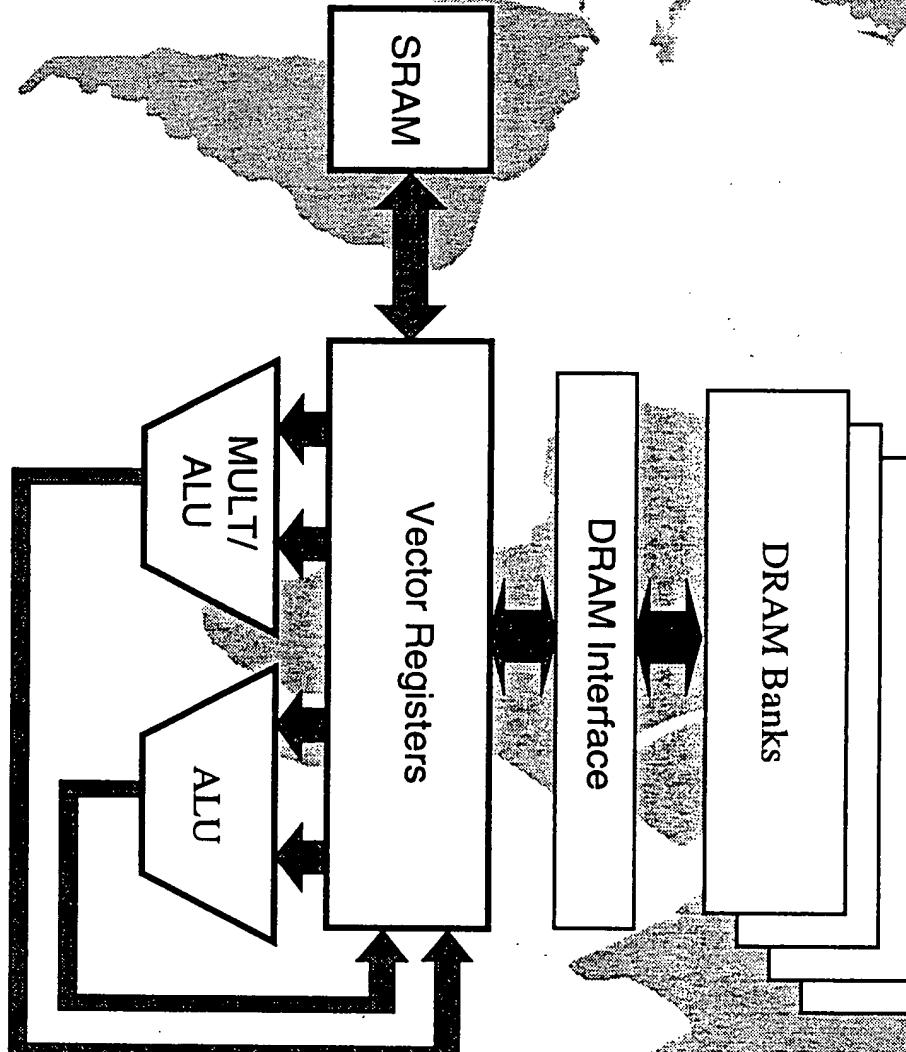
*Integrating Ram & Digital Signal Processing*

- Provides Interface to correctly match Execution Unit DRAM bandwidth
- Includes Capability for merging data from multiple DRAM memory blocks into one Execution Unit

# Stellar Architecture

## Parallel SIMD Style Execution Unit

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

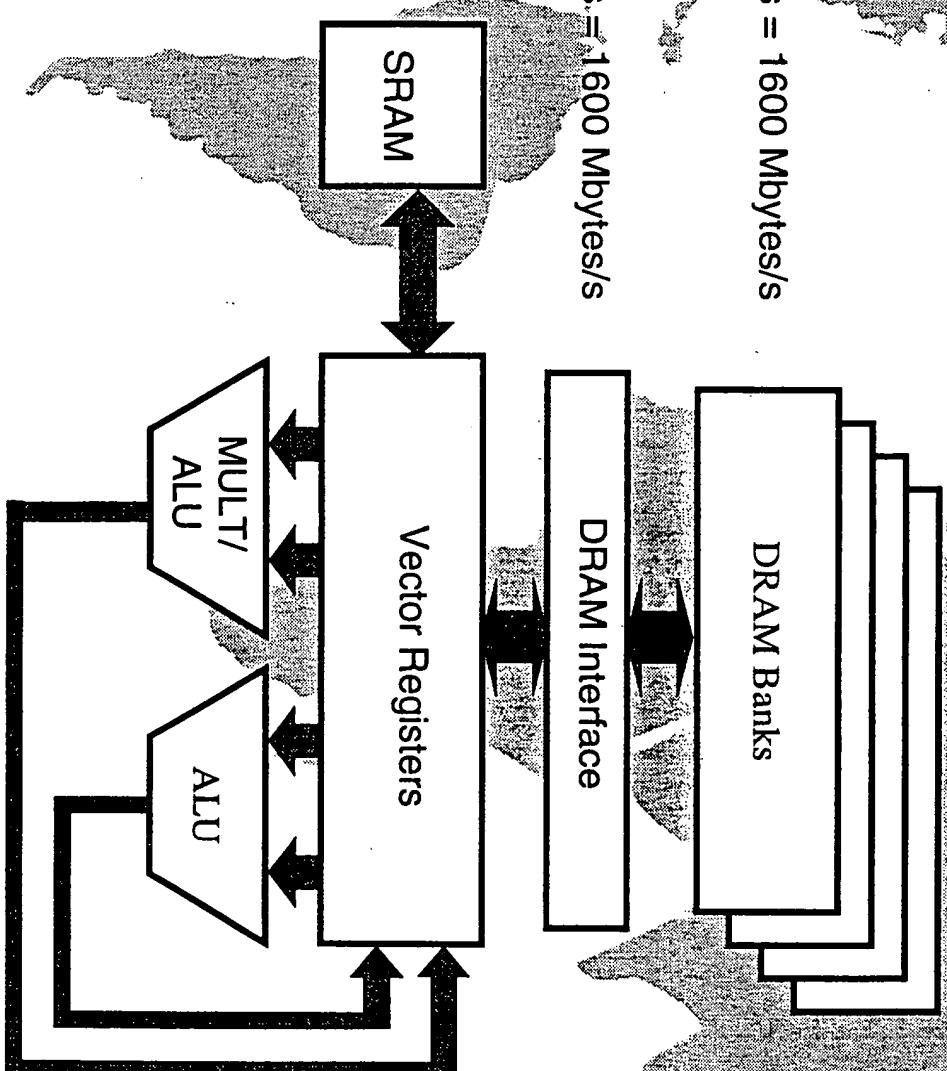


# Stellar Architecture

## Matched Data Rates

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*



# Stellar Architecture

## Parallel SIMD Execution Unit

The developer of **RAMDSP™**

*Integrating Ram & Digital Signal Processing*

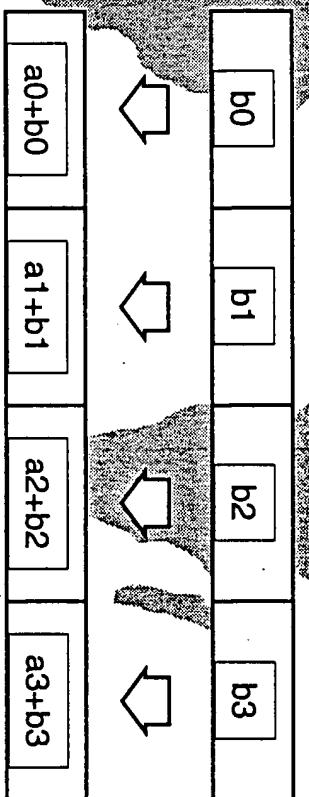
ADD16

16-bits

16-bits

16-bits

16-bits



# Stellar Architecture

## Parallel SIMD Execution Unit

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

MULHI16

16-bits 16-bits 16-bits 16-bits

a0	b0	a1	b1	a2	b2	a3	b3
----	----	----	----	----	----	----	----

32-bits 32-bits

a0 * b0	a1 * b1	a2 * b2	a3 * b3
---------	---------	---------	---------

# Stellar Architecture

## Parallel SIMD Execution Unit

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



MULL016

16-bits      16-bits      16-bits      16-bits

a0		a1		a2		a3	
----	--	----	--	----	--	----	--

b0		b1		b2		b3	
----	--	----	--	----	--	----	--

32-bits      32-bits

a1 * b1			a3 * b3	
---------	--	--	---------	--

# Stellar Architecture

## SIMD uCode Instructions

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

- Multiplier can do some Adder operations
- Parallel 8, 16, 32-bit ADD, COMP, SHIFT  
(signed, unsigned, or saturating)
- Parallel 8, 16-bit MUL (to double width)  
(odd or even; signed or unsigned)
- 64-bit AND, OR, XOR
- Parallel PACK and UNPACK (odd or even fields)
- MOVE and MERGE (under mask)
- LDZero, LDOne (for normalization and compression)

# Stellar Architecture

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

## Special Instructions for MPEG

- Parallel 8, 16, 32-bit Absolute Value of Difference

(signed, unsigned, or saturating)

$$c = |a-b|$$

- Parallel 8, 16, 32-bit Add, Round and Shift

(signed, unsigned, or saturating)

$$c \equiv (a+b+2**n)>>(n+1)$$

example: n=0

$$c = (a+b+1)>>1$$

example: n=7, b=0

$$c = (a+2**7)>>8$$

# Stellar Architecture

## Vector Programming Model

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

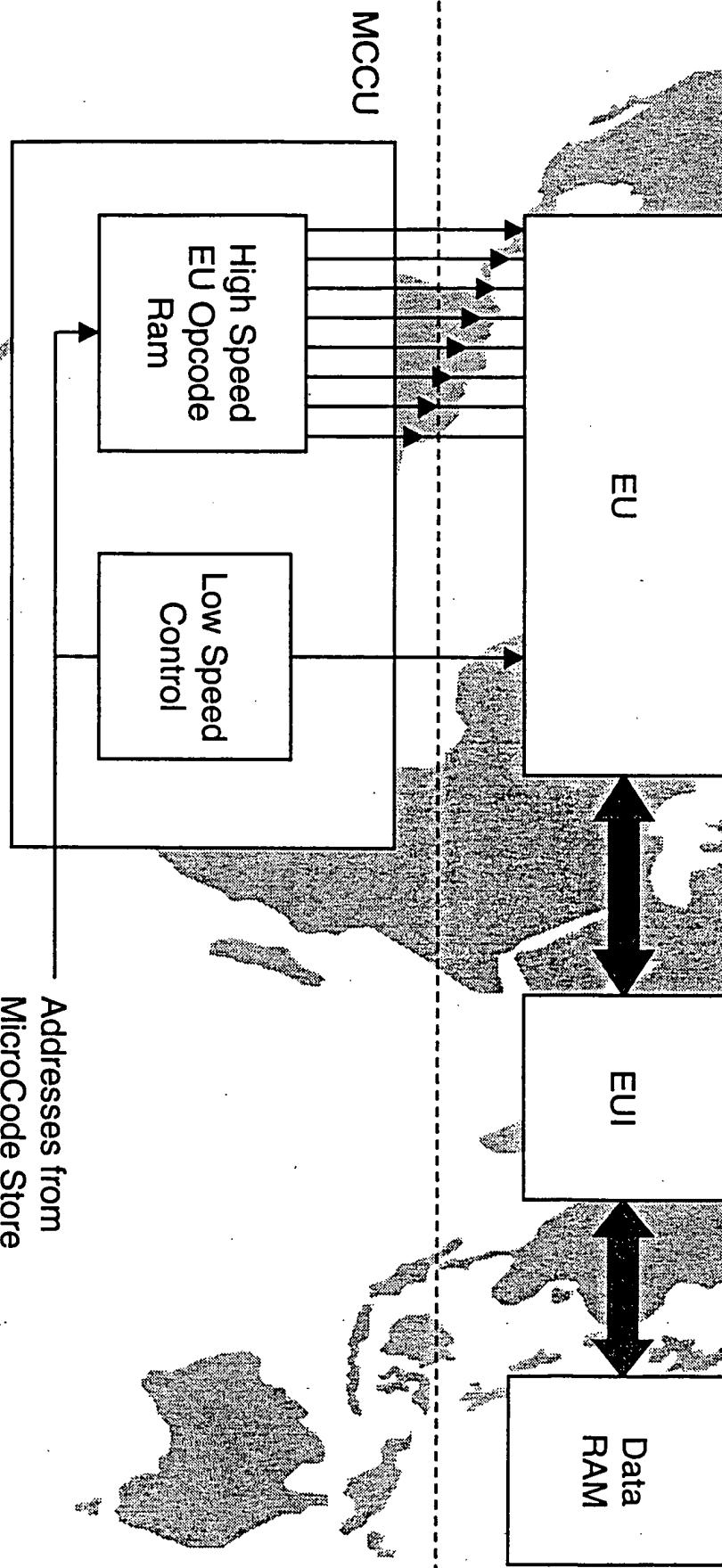
- 8 element, 64-bit vector registers match DRAM speed to Execution Unit speed
- Sequencer-controller generates vector slices of micro-code, loops and branches
- Conditional execution and vector merge support data-dependent threads

# Stellar Architecture

## EU Opcode Generator

The developer of RAMDSP™

*Integrating Ram & Digital/Signal Processing*

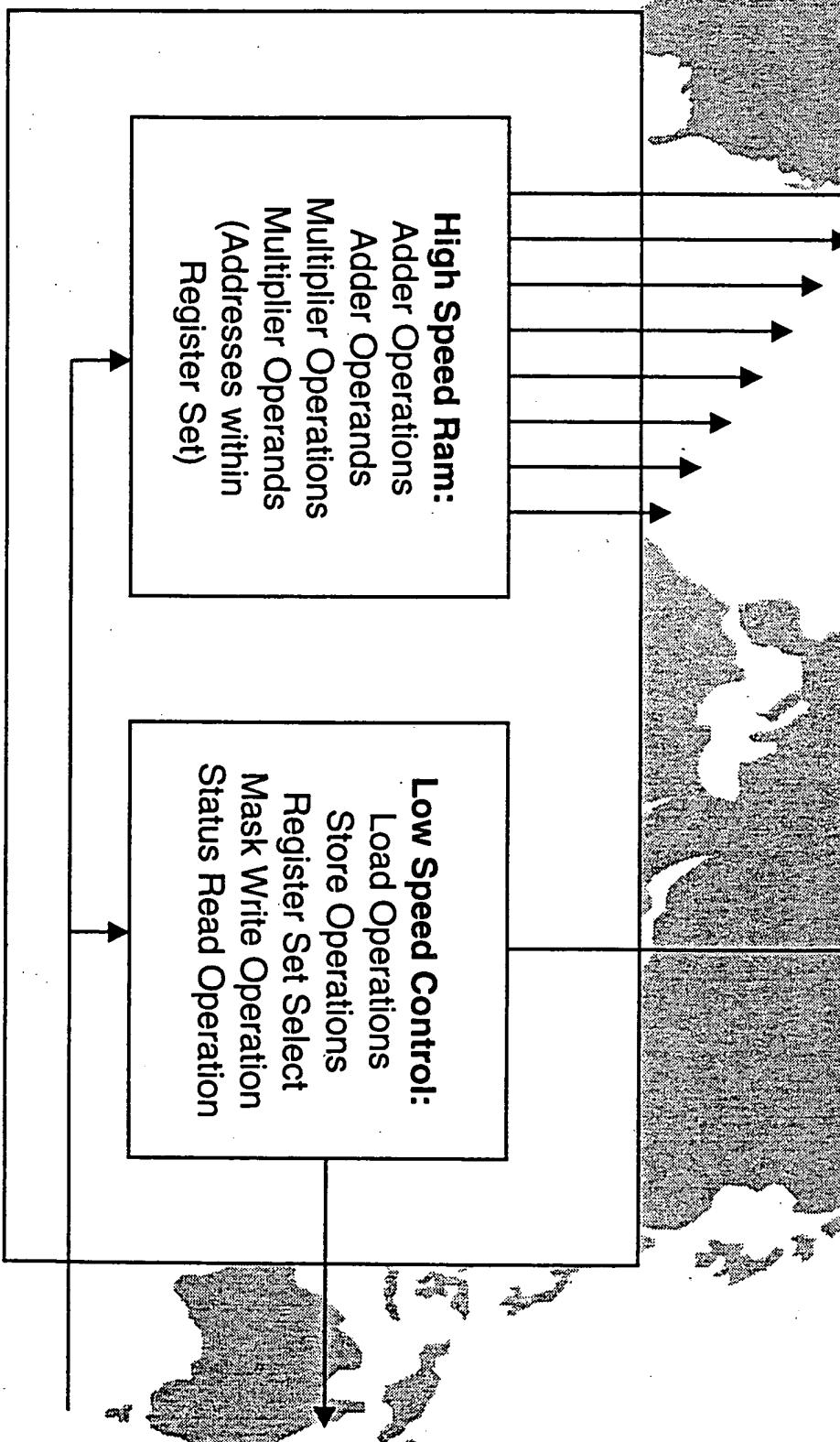
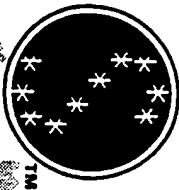


# Stellar Architecture

## EU Opcode Generator

The developer of RAMDSP™

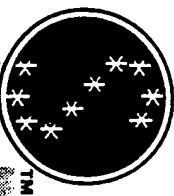
*Integrating Ram & Digital Signal Processing*



# Stellar Architecture

## Peak Execution Rates

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



- 200 MHz Execution Unit / 25 MHz DRAM (nominal)
  - 4 x ( 8-bit Mult + 16-bit Add) =  $8 \times 200 \text{ MHz} = 1600 \text{ Mops}$  or
  - 2 x (16-bit Mult + 32-bit Add) =  $4 \times 200 \text{ MHz} = 800 \text{ Mops}$  or
  - 8 x (16-bit Add) =  $8 \times 200 \text{ MHz} = 1600 \text{ Mops}$  or
  - 16 x ( 8-bit Add)
- Memory Bandwidth
  - 8 Bytes  $\times 200 \text{ MHz} = 1600 \text{ MByte/s}$   
(per 64-bit data path)
- Depending on DRAM technology, up to 4 64-bit data paths and execution units may be accommodated

# Stellar Architecture

## Data Path Sizes

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Memory R/W 64bits x 8 = 512-bits per DRAM cycle  
or = 256 bits for 50 MHz DRAM

- Registers 64-bit x 8 x 16 = 8K bits (4K → 8K range)

(above depends on DRAM speed and target application)

- DRAM size = 2 - 64 M bits can address 512 Mbits
- SRAM size = 0 - 64 K bits

(function of Register File size and application)

# Stellar Architecture

## RAMDSP vs. TI C6x Characteristics

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Simpler data paths reduce power.
- 8 port register file for **RAMDSP™** vs. 15 ports for TI
- ~~Better~~ uCode density due to SIMD instructions and vector register set organization (32 - 64 bits vs. 256 bits for TI)
- ~~Better~~ power control circuits (due to lower clock rate)
- All application data 'on chip' eliminates data transfer bottleneck, while memory reconfiguration eliminates on-chip data movement

# Stellar Architecture

## RAMDSP™ vs. TIC6X Characteristics

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Flexible SIMD style execution allows additional data parallelism and 2 - 4x execution speed

- 2 x 32-bit adds per clock

and

2 x 16-bit mults

- RAMDSP™ : 2 x 32-bit adds per clock

4 x 16-bit adds or

8 x 8-bit adds

and

2 x 16-bit mults

4 x 8-bit mults

4 x 32-bit adds  
8 x 32-bit adds  
16 x 8-bit adds

- And RAMDSP™ can support 2 - 4x the number of data paths per chip based on it's lower power and die size requirements

# Stellar Architecture

## Compiler Support

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

- In addition a compiler for **RAMDSP™** technology can be developed and be available in 1998.

- The **RAMDSP™** compiler will provide means for posting C code developed for other DSPs and Processors to **RAMDSP™**, and for quickly developing new and custom applications for **RAMDSP™**

# Stellar Architecture

## Additional Important Benefits

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

- Elimination of complex IOP (I/O Processor)
- Advanced techniques for reconfiguring and sharing DRAM and SRAM memory
- Memory management of DRAM and SRAM results in seamless execution of complex DSP applications
  - delays due to DMA or I/O are overlapped with computation
- Minimization of on-chip silicon for addressing and control of DRAM, while maintaining high-bandwidth communications to RAM

# Stellar Architecture

## Additional Important Benefits

The developer of RAMDSP™  
*Integrating Ram & Digital/Signal Processing*

- Minimal size of memory structure (cell area), while supporting high-throughput execution
- Requirements for moving data between multiple engines and memory blocks substantially reduced
- Low power designs inherent in **RAMDSP™** architecture
- Reconfiguration capabilities for single and multiple engine applications

# Stellar Products

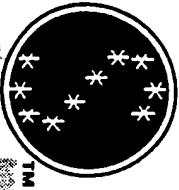
## DRAM Product Focus cont...

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

### Specialized Memory Devices

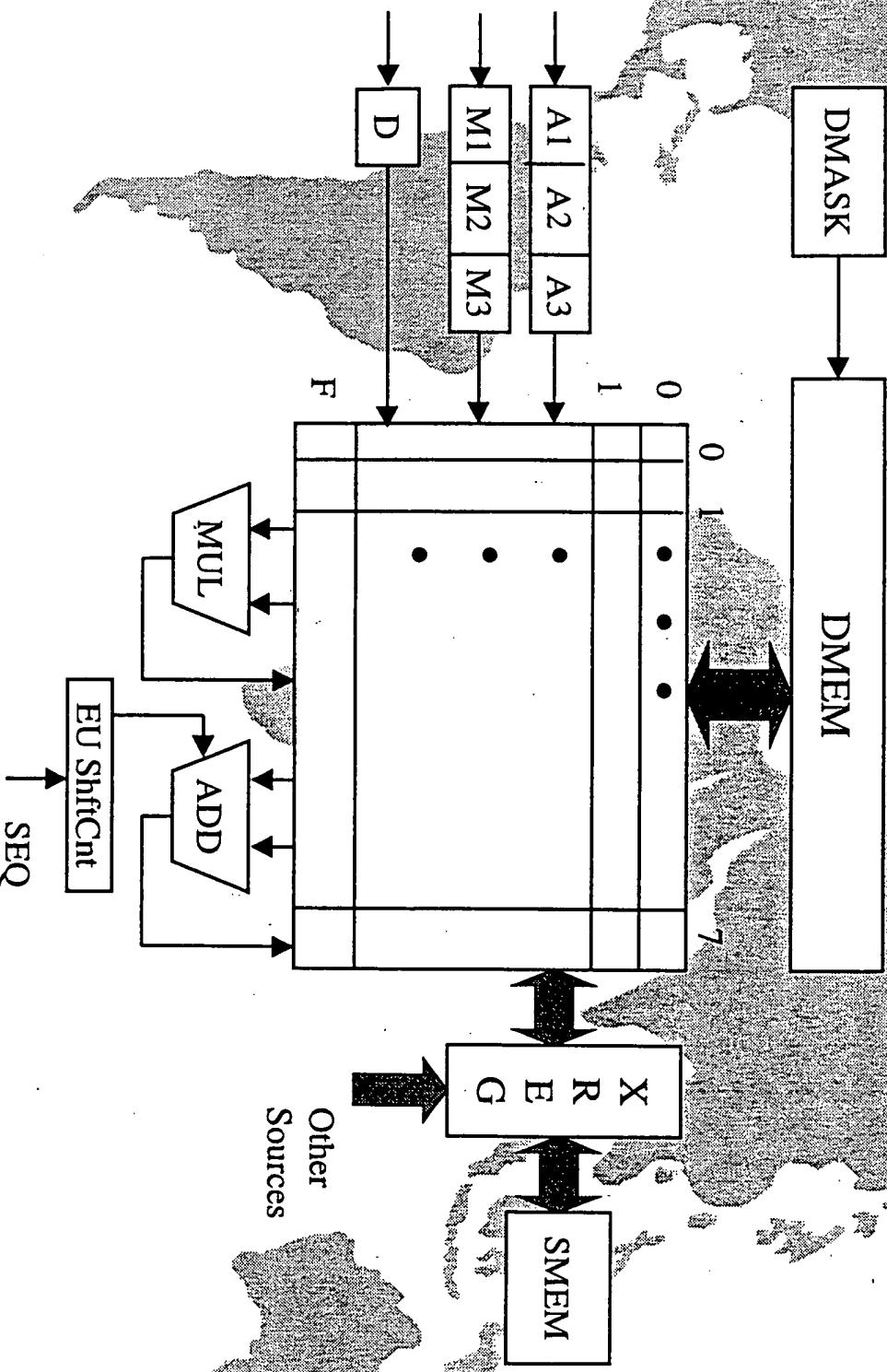
- Currently, additional patent applications are being initiated to create a family of specialized memory devices
- These have substantial improvements in cost and performance using **RAMDSP™** technology
- Stellar will disclose this technology to Micron as soon as applications are filed (approximately 1 month)



# Stellar Architecture

## Execution Unit Detail

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



# Stellar Architecture



## RAMDSP applied to Video Applications

The developer of **RAMDSP™**

*Integrating Ram & Digital Signal Processing*

- Low power solution to upcoming generation of digital-video consumer products

- Professional Broadcasting

- PCs and Workstations

- DVD-based Video Recorders and Camcorders

- Key enablers to new technologies

- Design Flexibility

- Programmability

- Integrated Memory

# Stellar Architecture

## RAMDSP Design Flexibility Targets MPEG-2

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

- EU design can be "bulked up" when applied to simple operations such as those used in motion estimation.
- Motion Estimation can require up to 8 Gops of performance or more.
- EU performance scales upward and is only limited by DRAM bandwidth.

# Stellar Architecture

## RAMDSP Design Flexibility Targets MPEG-2

The developer of RAMDSP™  
Integrating Ram & Digital Signal Processing

### MPEG-2 Encoder Motion Estimation

Baseline Configuration

EU: 64-bit data path

MCCU: ~~256~~<sup>16K</sup> bits SRAM  
control store

ME Configuration

EU: 128,256-bit data path

MCCU: ~~128~~<sup>16K</sup> bits SRAM  
control store

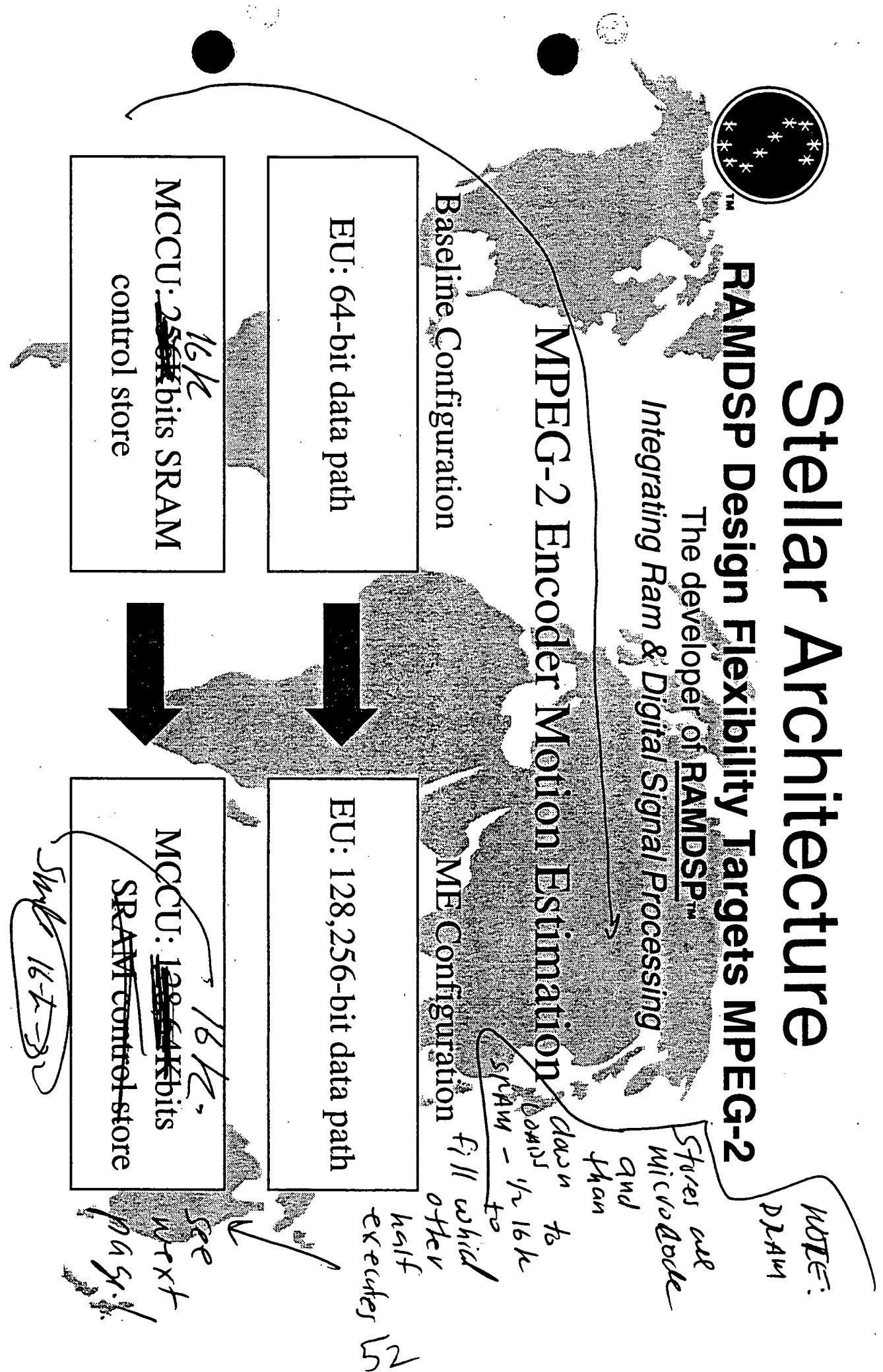
NOTE:  
RAM  
stores are  
microcode  
and  
than

down to  
down to  
SRAM - 1/2 16K

fill which  
other

half  
executes 1/2

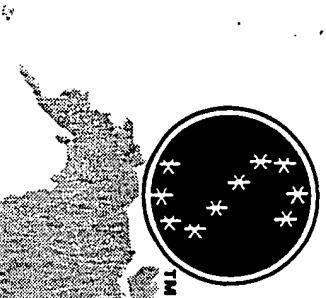
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# Stellar Architecture

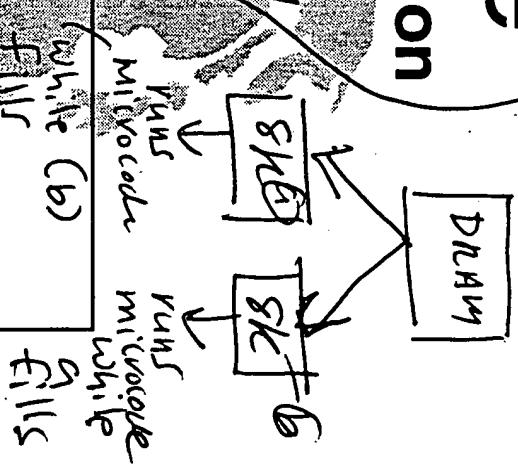
## RAMDSP MPEG-2 Encoder Solution

The developer of RAMDSP™  
Integrating Ram & Digital Signal Processing



cont. from  
Ninth binder prior page!

### Single Chip Solution



53

Codec Unit  
BIU: Bitstream Capable  
EU: 64-bit data path

Motion Estimation Unit  
EU: 128-bit data path

Motion Estimation Unit  
EU: 128-bit data path

# Stellar Architecture

## RAMDSP Programmability Targets MPEG-2

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

### MPEG-2 Motion Estimation Algorithms

$$EU: \sum_{m=0}^{15} \sum_{n=0}^{15} |X_{m,n} - R_{m+i,n+j}|$$

$$\sum_{m=0}^{15} \sum_{n=0}^{15} |X_{m,n} - R_{m+i,n+j}|$$

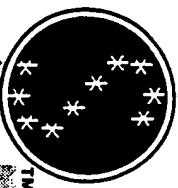
$$\sum_{m=0}^{15} \sum_{n=0}^{15} |X_{m,n} - (R_{m+i,n+j} + R_{m+i,n+j+1})|$$

$$2 \sum_{m=0}^{15} \sum_{n=0}^{15} (X_{m,n} - R_{m+i,n+j})^2$$

- MCCU: Three-step search
- Hierarchical search
- Full search

...

# Stellar Architecture



## RAMDSP Programmability Targets MPEG-2

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

x00	x01	x02	x03	x04	x05	x06	x07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

$$t_{ij} = \text{abs}(x_{ij} - f_{ij})$$

r00	r01	r02	r03	r04	r05	r06	r07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

(8) 8-bit ops

t00	t01	t02	t03	t04	t05	t06	t07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

$$a_{ij} = a_{ij} + t_{ij}$$

(4) 16-bit ops

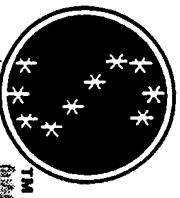
t00	t01	t02	t03	t04	t05	t06	t07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

$$a_{ij} = a_{ij} + t_{ij}$$

(4) 16-bit ops

a01	a03	a05	a07	...
-----	-----	-----	-----	-----

# Stellar Architecture

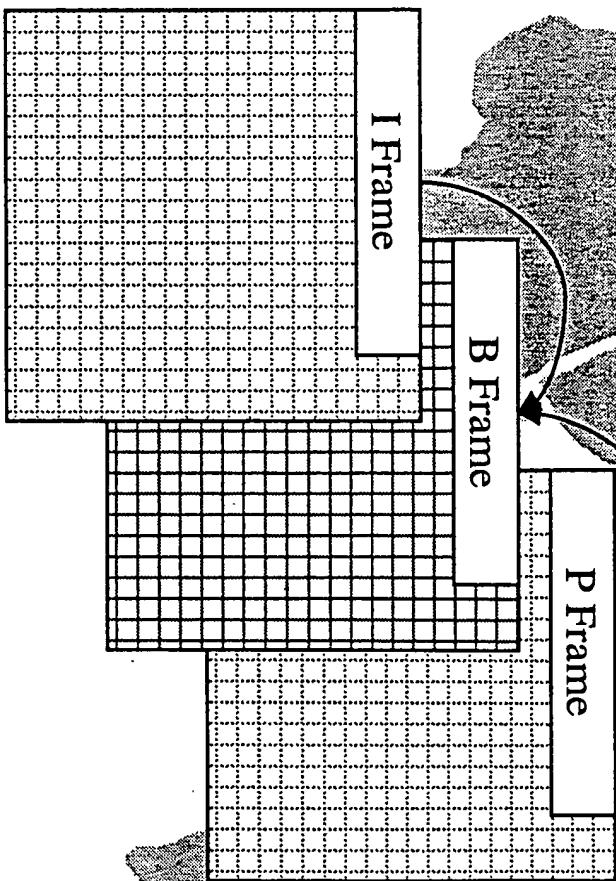


## RAMDSP Integrated Memory Targets MPEG-2

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

### Motion Estimation Buffer Requirements

**RAMDSP™** features multiple Mbytes of memory resident near the execution unit, which allows quick access to predictor frames.

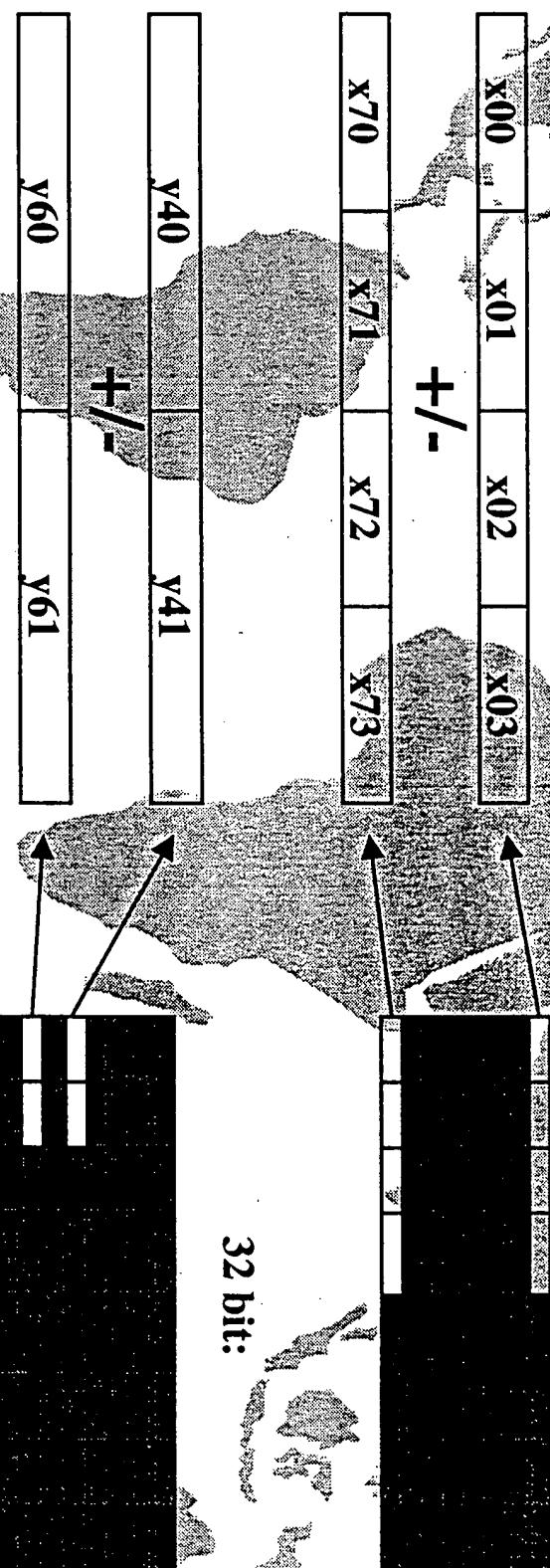


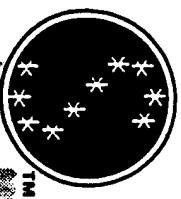
# Stellar Architecture

## RAMDSP Performance on 8x8 DCT

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*

Depending on the data type, EU can operate on 4 or 2 columns at a time, per 64-bit data path





# Stellar Architecture

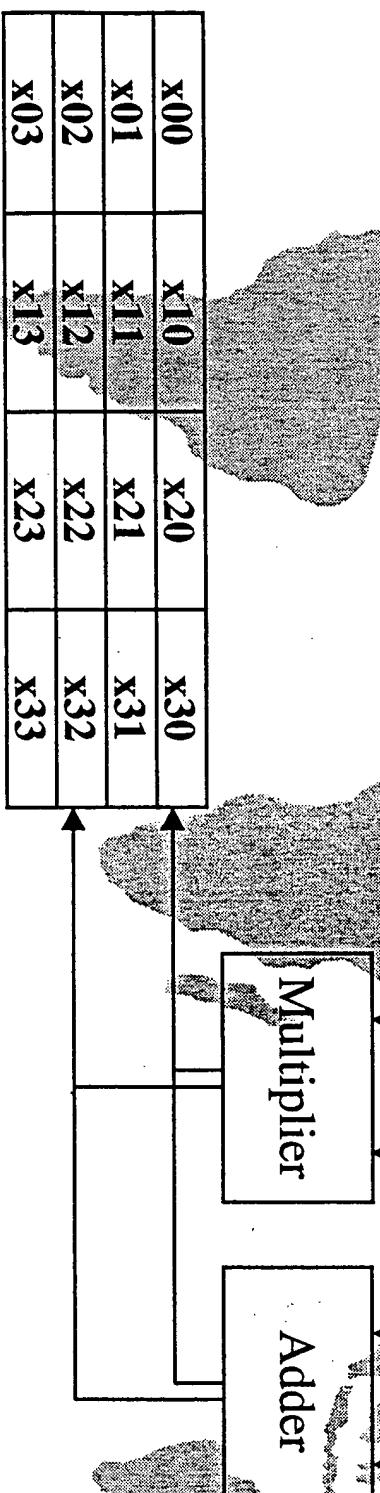
## RAMDSP Performance on 8x8 DCT

The developer of RAMDSP™

*Integrating Ram & Digital Signal Processing*

Fast transpose operation keeps SIMD style column operations running at near-peak performance

x00	x01	x02	x03
x10	x11	x12	x13
x20	x21	x22	x23
x30	x31	x32	x33



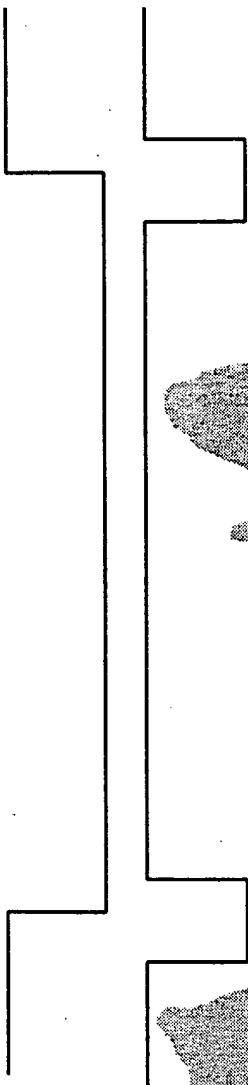
# Stellar Architecture

## RAMDSP Performance on 8x8 DCT

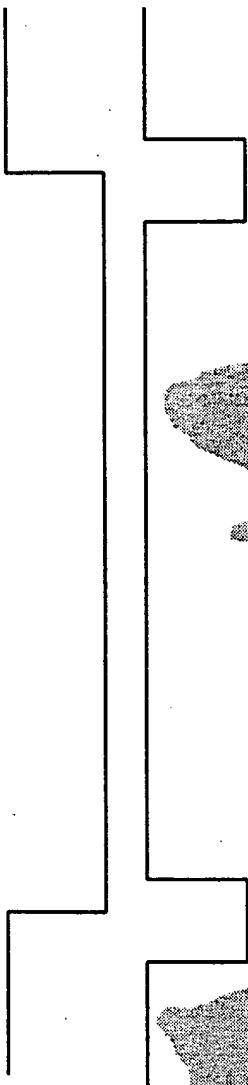
The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

- A single 8x8 DCT operation takes approximately 200 clock cycles on a 64-bit EU datapath.
- Assuming an 8:1 ratio between EU cycle times and DRAM cycle times, and a 512-bit wide data bus:
  - DRAM cycles to load data from memory: 2
  - DRAM cycles to compute the 8x8 DCT: 25
  - DRAM cycles to store data to memory: 2

MCCU:



EU:



# Stellar Architecture

## RAMDSP Bus Interface Unit for MPEG-2

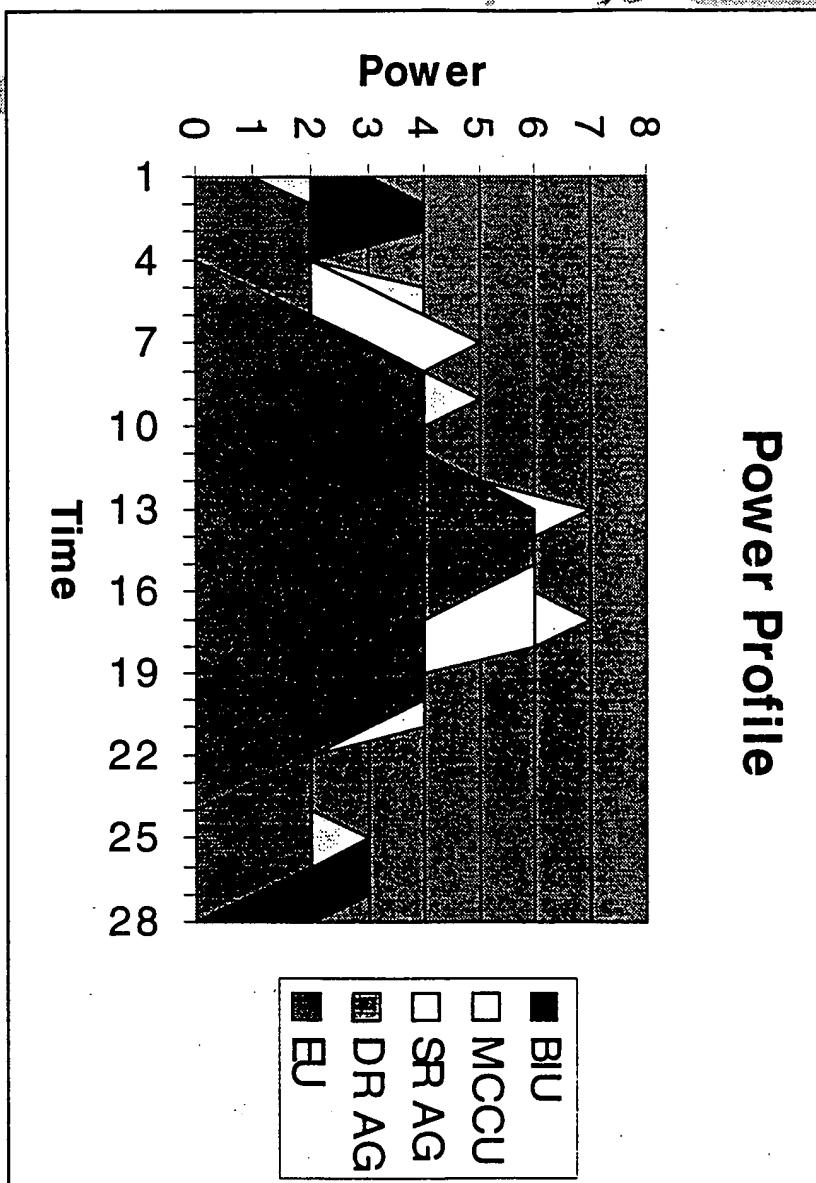
The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

- Bus Interface Unit from baseline configuration is enhanced to facilitate bitstream coding and decoding.
- Fast SRAM added for quick coefficient lookup, and access to quantizer matrices.
- Additional shift operations, leading one operations.
- Caching of data to aid in zigzag ordering before storing to DRAM, or writing to bus.

# Stellar Architecture

**Power Profile**  
The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

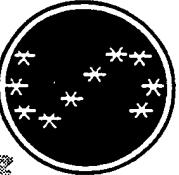
## Power Profile



# Stellar Architecture

## RAMDSP vs. Other MPEG-2 Encoder Solutions

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*



	CHROMATIC MPACT 2	C-CUBE DVX	TRIMEDIA TM-1000	RAMDSP 3+1
Architecture	VLIW ME CoProc	RISC Core ME CoProc	VLIW Decode Core	SIMD - Vector
Transistors	3.0 M	5.5 M	5.5 M	2.0 M
Peak Performance	6 Bops	1 Bop + ME	3.8 Bops	11 Bops
Memory Configuration	4 - 8 MB RAMBUS	8 MB SDRAM	SDRAM	8 MB embedded
Notes	Toshiba may embed 4MB DRAM		MPEG-2 decode only	

# Stellar Architecture

## RAMDSP Device Count Estimation



*The developer of **RAMDSP™**  
Integrating Ram & Digital Signal Processing*

### Execution Unit plus Data Path

Register File 160k

Data Path ~ 50k

### MicroCode Store

16k SRAM

96k Transistors

### Address Generators and Controllers

SE AG ~ 5k

DMA AG ~ 6.5k

DMEM AG ~ 6.5k

LMEM AG ~ 4.0k

*Note: That if*

*THREE LEVEL*

*REG*

*EXECUTION*

*DATA*

*PATH*

*WOULD IMPROVE*

*CONTINUOUS*

*PERFORMANCE* SO

*THAT ONE MEG*

*ENGINE COULD*

*BE ELIMINATED*

*THUS A REDUCTION OF*

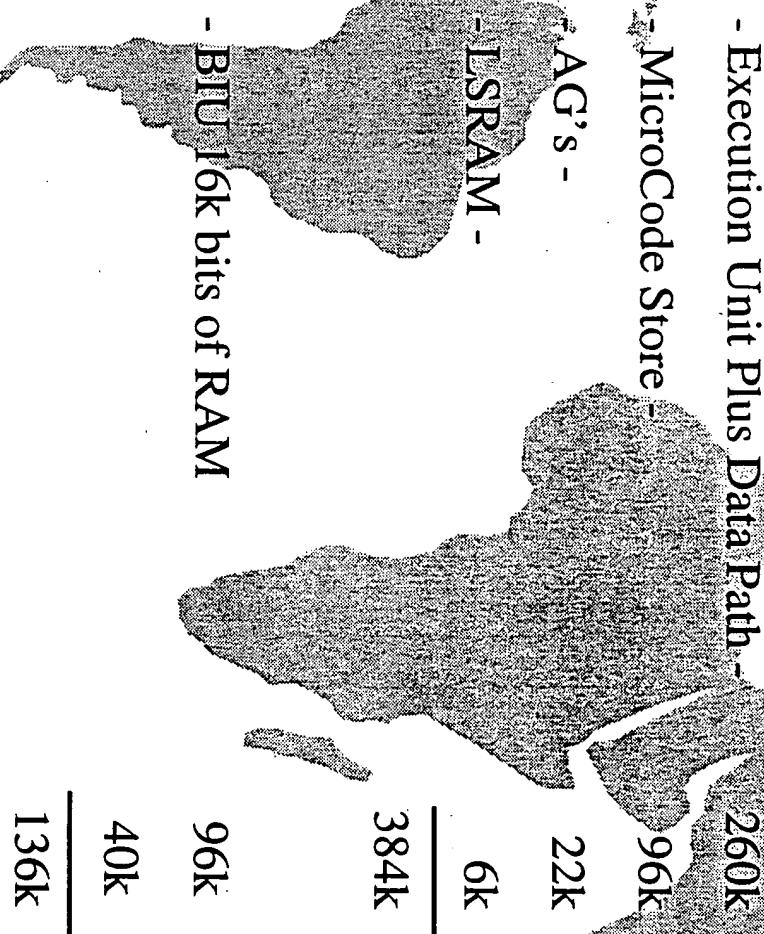
*500,000 TRANSISTORS*

*1M*

*3*

# Stellar Architecture

The developer of RAMDSP™  
*Integrating Ram & Digital Signal Processing*  
Motion Estimation Unit



# Stellar Architecture



The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

## BUS Interface Unit for MPEG

- 16k bits storage
- RISC like core

## MPEG Config Total Transistor Count

192,000 (RAM)

40,000 (Regular)

## General Purpose RAMDSP Engine

- Three motion estimation engines
- On special purpose BIU

## • GP RAMDSP Engine

### - Execution Unit and Data Path

96k (RAM)

22k (regular)

192k (RAM)

---

520 k

# Stellar Architecture

The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

## Total MPEG Device Count

- Implementation for MPEG Encode/Decode

- GPRAMDSP
- THREE ME Engines
- BIU

520k  
1,156k

132k

FULL CHIP

1,808k + 64Mbit DRAM  
(includes 116k bits SRAM)

## SEQ and AG instructions

UNIT		op code	operand 1	operand 2
SEQ	nop	00000000		
SEQ	halt	00000001		
SEQ	return	00000010		
SEQ	jmp	00010000	4 bits	
SEQ	call	00010001	4 bits	
SEQ	putx	00010010	4 bits	
SEQ	getx	00010011	4 bits	
SEQ	putxhi	00010100	4 bits	
SEQ	getxhi	00010101	4 bits	
SEQ	getstat	00010110	4 bits	
SEQ	setsfft	00010111	4 bits	
SEQ	setcfg	00011000	4 bits	
SEQ	setloop	00011001	4 bits	
SEQ	setcond	00011010	4 bits	
inc	s	0010000x	4 bits	
dec	d	0010001x	4 bits	
add	s	0011000x	4 bits	
sub	s	0011001x	4 bits	
neg	s	0011010x	4 bits	
mov	s	0011011x	4 bits	
and	s	0011100x	4 bits	
or	s	0011101x	4 bits	
xor	s	0011110x	4 bits	
not	s	0011111x	4 bits	
shft	cnt	010000	6 bits	
brcond	offset	0110	12 bits	
SEQ	loop	0111	12 bits	
AG	setavec	0110	12 bits	
AG	setmvec	0111	12 bits	
AG	ldi	10	10 bits	4 bits
AG	ldiu	11	10 bits	4 bits

Note: If x = 1, then set the DRAM address register with the ALU output.

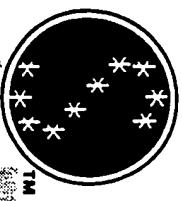
## EU Adder instructions

anop				0000000	0001111	uhz	3 bits
pacc	u/s	h/l	8/16	001uszz	010uszz	3 bits	3 bits
padd	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
psub	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
pabdif	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
parss	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
pcomp	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
psht	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
pldzero			8/16/32/64	s1	s2	3 bits	3 bits
pldone			8/16/32/64	s1	s2	3 bits	3 bits
csht			110uszz	110uszz	3 bits	3 bits	3 bits
dshift			11100zz	11100zz	3 bits	3 bits	3 bits
and			11101zz	11101zz	3 bits	3 bits	3 bits
or			1111000	1111000	3 bits	3 bits	3 bits
xor			1111001	1111001	3 bits	3 bits	3 bits
not			1111100	1111100	3 bits	3 bits	3 bits
			1111101	1111101	3 bits	3 bits	3 bits

## EU Multiplier instructions

mnop				0000000	000100s	uhz	3 bits
ppack	u/s	h/l	8/16	0001010	0001010	uhz	3 bits
punkp	u/s	h/l	8/16	0001111	0001111	uhz	3 bits
pacc2	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
padd2	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
psub2	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
pabdif2	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
parss2	u/s	sat/ton	8/16/32	s1	s2	3 bits	3 bits
pmul	u/s	hh/h/h/h	8/16	010uszz	010uszz	3 bits	3 bits
pmin	u/s	8/16/32/64	s1	s2	d	3 bits	3 bits
pmax	u/s	8/16/32/64	s1	s2	d	3 bits	3 bits
cndmrg		8/16/32	s1	s2	d	3 bits	3 bits
cndmov		8/16/32	s1	s2	d	3 bits	3 bits

# Stellar Architecture

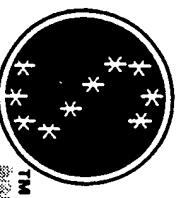


The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*

## RAMDSP FIFO Technology

- Input/Output data words can run synchronous or asynchronous at 200 MHz.
- Discontinuous streams on input or outputs are directly dealt with by refresh mechanisms.
- Refresh mechanisms are hidden from the FIFO interface and managed internally.
- Virtually all of the virtual FIFO storage is implemented in the DRAM with minimal logic overhead associated with the input and output stream.
- All FIFO wrap-around conditions are allocated and special conditions flags can be allocated as required.

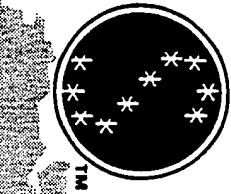
# Stellar Architecture



The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*  
RAMDSP FIFO Technology

- Deep FIFO applications in the communications market stack multiple FIFO standard products from companies such as IDT and Cypress. Stellar can solve this problem with a single chip solution.
- Stellar is interested in developing a Silicon Compiler to develop both standard and customized applications for Micron's customers.
- Stellar is interested in \$1.0 M to develop a compiler and porting Micron's design rules to the compiler.
- Payment is based upon pre-paid one time license fee and pre-paid royalties.

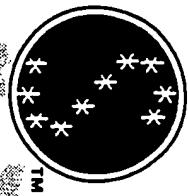
# Stellar Architecture



## The developer of RAMDSP™ *Integrating Ram & Digital Signal Processing* RAMDSP Application to ATM Products

- ATM Technologies being developed at Stellar utilize techniques substantially more advanced than input Queing or shared memory configurations.
- Stellar's focus in ATM is to provide high performance low cost switches based upon its FIFO oriented technology resulting in performance achieved by fine grained output queing technologies and/or buffered fabric designs.
- Stellar clearly believes that it is always better to have as large a memory as possible (particularly if it is designed for best throughput) if this results in better link utilization.

# Stellar Architecture



The developer of **RAMDSP™**  
*Integrating Ram & Digital Signal Processing*  
RAMDSP Application to ATM Products

- Stellar switching technology will also address multicasting requirements for Internet and ATM network.
- In addition tight coupling between Stellar's switch technology and RAMDSP technology will support the emergence of non-blocking switching backbone coupled with tight coupling to the signal process environment, e.g. - coupling to Stellar MPEG technologies, and other RAMDSP Signal Processing.